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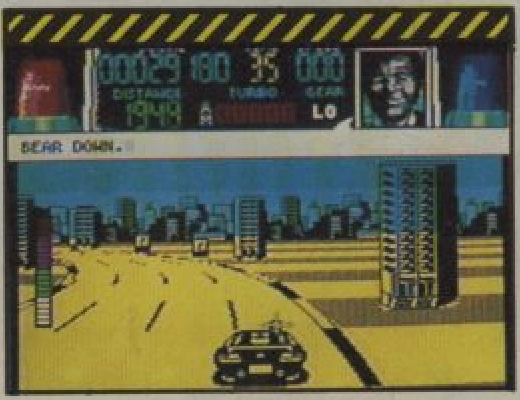
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CONTENTS

REVIEWED THIS MONTH











EDITOR: GRAHAM "VADER" TAYLOR
A philosopher, philanthropist, PCophile and phillumentist, Graham has a brain the size of a planet and loves budget-tweaking and arcade adventuring.



DEP ED: JULIAN "JAZ" RIGNALL
Spends his entire life playing video games in arcades or, when they close, at home. His motto: live fast, score high, don't die.

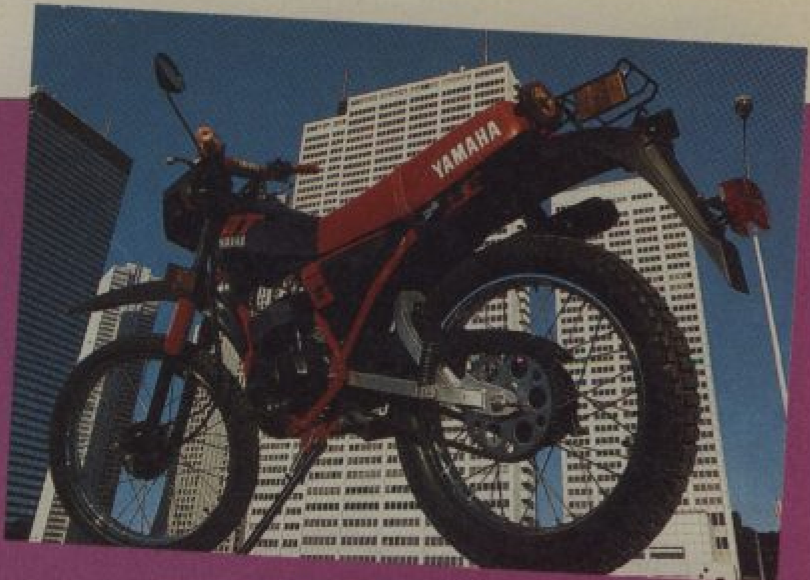


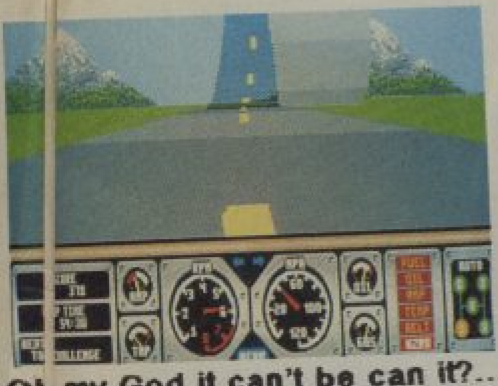
ART EDITOR: ANDREA "FUN BAGS" WALKER
Andy just loves telling people about the fan letter that literally poured through the mailbox last month. Likes: mirrors and "shooty shooty" games.



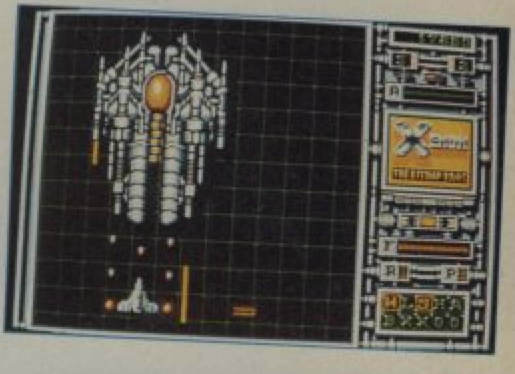
CREDITS

THIS MONTH'S COVER: Jerry Paris. EDITOR: Graham Taylor DEPUTY EDITOR: Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ADVERTISING MANAGER: Nigel Taylor SALES EXECUTIVE Joanna





Oh my God it can't be can it?...





Action with a vengeance





Super Mario II · brilliant

STAFF WRITER: PAUL "STEROID" GLANCEY
He's a bit of a brainbox is our Paul. He wields a mean joystick, but most enjoys exercising his intellect on puzzle games and simulations.



ADVERTISEMENT MANAGER: NIGEL "TINY" TAYLOR
Takes over from Garry Williams, who has left to become part of the Thames barrier. Nige might be diminutive, but when it comes to selling ads, he's better than ace!



"SENIOR" SALES EXEC: JO COOKE
C+VG's tiny token red-head makes Nigel look like King Kong. Her burning ambition is to get a highscore on a video game.



PRODUCTION ASSISTANT: GLENYS "CUDDLY" POWELL
Has the biggest collection of teddies in the universe, and likes any games with cute 'n' cuddly characters.

Cooke PRODUCTION ASSISTANT Glenys Powell PUBLISHER: Terry Pratt SUBSCRIPTION ENQUIRIES: EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP. TEL: 0733 555161. FAX: 0733 62788.

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PENETRATE DOMINATE CONQUER



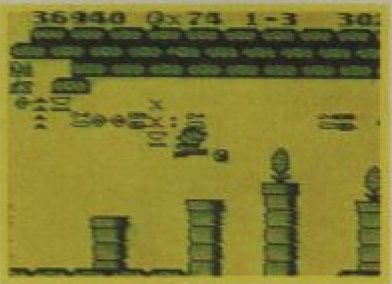



N·A·T·O·R


C+VG
HIT!

THE FUTURE OF CONSOLES IS IN YOUR HANDS

There's a new Nintendo console in town. It fits comfortably in the palm of your hand, has its own tiny TV screen, and the games come on cartridges the size of a matchbox. Sounds too good to be true? Julian Rignall has the story.



HISTORY LESSON

Hand-held games machines have been around for over a decade. One of the earliest was Merlin, a simple machine based around a display of nine LED lights and a very basic sound chip.

The next generation came with mini arcade-style games which used multicoloured LED graphic displays, but the graphics were crude and games often simple and very tedious, mainly PacMan and Space Invader-type games.

In the early eighties, LCD hand-helds came onto the market. These monochromatic games gave better graphic detail, were far smaller in size — but were still ultimately very simple and limited. And this has been the way up until now . . .

But that's all about to change with the release of Nintendo's Game Boy, the fourth generation of hand-held machines. And what a generation gap Nintendo have made — the Game Boy makes previous hand-held games look Neanderthal by comparison.

THE CONSOLE

Basically, the Game Boy is a Nintendo-style console in a bijou case — the whole console measures 9x15cm! On the front is a joypad controller, start, select and two fire buttons, and a little speaker. Above those is a battery power indicator and a black and white 5x4cm hi-res LCD screen, similar to those found on tiny portable tellies like the Sony Watchman.

On the sides are a volume control, headphone socket, external connector (so you can link up with another Game Boy), contrast control and cartridge port. Underneath is the battery compartment, which takes four AA-sized batteries.

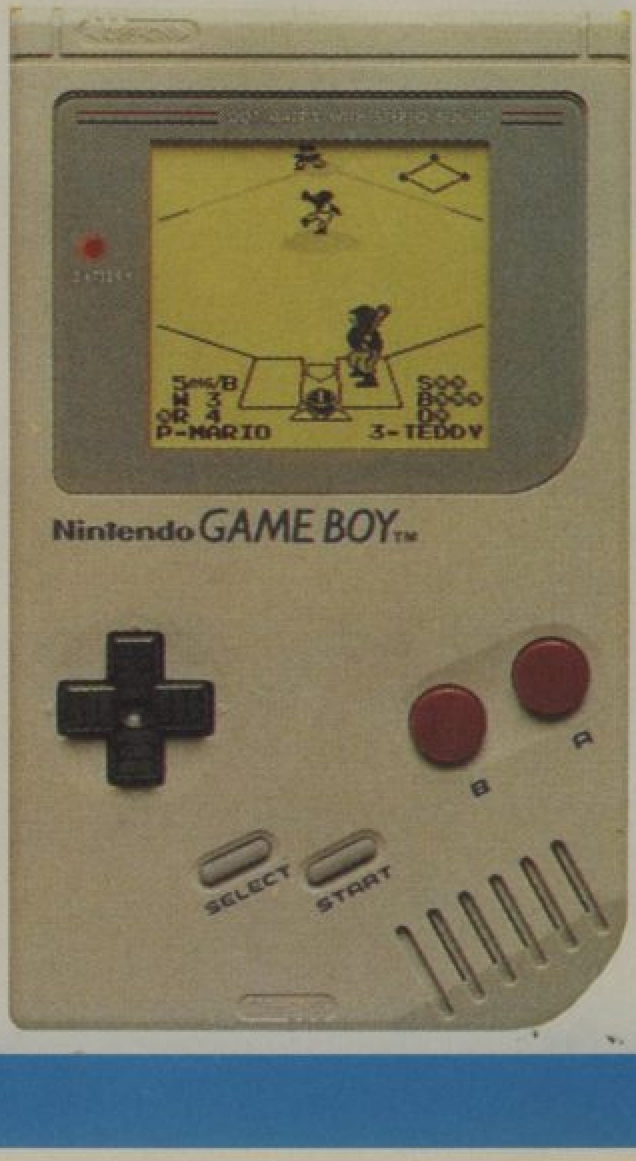
The console is of ergonomic design, and fits in your hand perfectly — playing games on it is a joy!

THE GAMES

Games come on minuscule 5.5x6cm cartridges, and the two I've got are Super Marioland and Baseball. Marioland is a revamped version of Mario Bros, and has many new features, including a shoot 'em up section with Mario in a little submarine. There are many levels, which include Easter Island, Egyptian, Jungle and Sub-Aqua, and there are more hidden features than any previous Mario game. It's also unbelievably addictive — I've already whiled away many, many hours on the Brighton to London commuter special playing it!

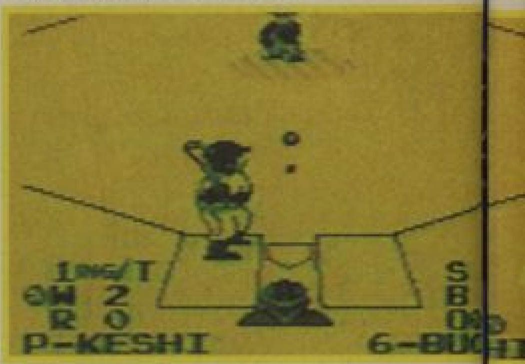
Baseball is also excellent — addictive and very, very challenging. In fact, I'd go so far to say it's one of the best baseball games I've seen on a console!

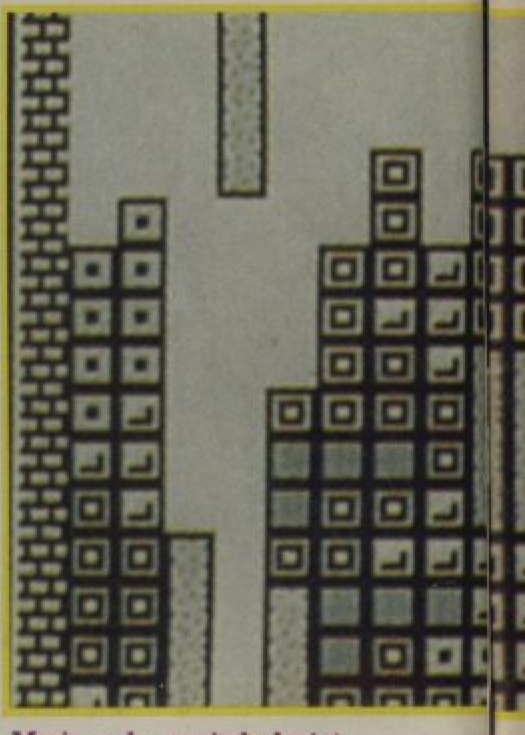
Other games available are Tetris, Alleyway (an Arkanoid game), a funny looking platform game that I don't know the name of, Tennis and Mah Jongg. And apparently there are even more games in the pipeline.



THE GRAPHICS

The high contrast screen gives amazingly sharp graphics, and although the graphics are small there's absolutely no eye-strain involved using it. The Marioland graphics are superb, with a minuscule





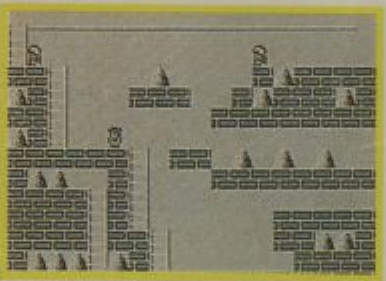
Mario and a myriad of mini meanies and brilliant backdrops, all in incredibly tiny detail. Scrolling is smooth, but there's a little bit of an afterblur due to the LCD screen — but it's nothing that impairs the game. Baseball uses large sprites for batting, and switches to a plan of the field. Again, it's very clear and you can see exactly what's going on.

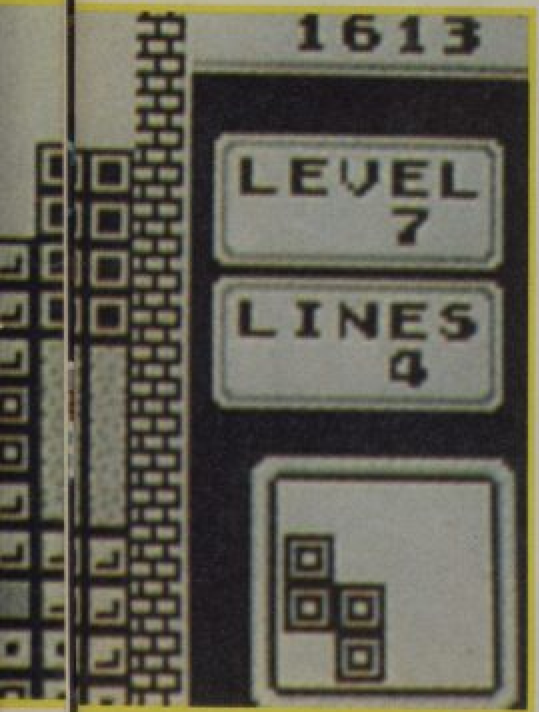
THE SOUND

Amazingly for a console this small, the sound is in glorious stereo! Mario features some great tunes and jingles of similar ilk to a regular-sized Nintendo. As an added bonus, the Game Boy comes with its own headphones (pretty good quality), so you don't need to annoy anyone else while you're playing it.

WHERE, WHEN AND HOW MUCH

The Game Boy is currently only available in Japan and has already sold 500,000 units — an incredible 300,000 were





shifted on the first day! It costs around £55, and games cost between £15 and £20. I spoke to Nintendo's UK office and asked whether they have plans to release the Game Boy in Britain, and was pleased to hear that they have . . . but they haven't decided on a release date as yet. But as soon as they have, we'll be the first to tell you. Just watch this space.

DIAL FIST II

Fans of the FIST telephone game will be in seventh heaven to hear that FIST II has just started. It features a new improved game system that's even better than the original FIST!

There's a monthly highscore competition, with "real gold" prizes. But before you dial, make sure you have your parent's permission, 'cos calls can cost up to 38p a minute — and that gets mighty expensive if you're on for hours.

WAR WITHOUT TEARS

Quasar is a brand new "live computer game". Two teams of ten persons armed with light guns engage combat, and the object is to simply wipe out the other team. The game is played inside a converted cinema

Quasar is based in London N8 — if you're interested, ring 01 348 9798 for more details.

ACTIVISION HELPLINE BOO-BOO

We printed the details and phone number of Activision's new adventure help line last month. Imagine our surprise when Activision rang us to say that the number they sent us was wrong, and in fact was the number of a certain Mr Davy of Reading. Ooops! He certainly didn't see the funny side when he got calls at all hours from people asking for help on Sierra games and stuff.

The real number is 0734 310003. So don't dial wrong now, kids.

CRACKDOWN CONVERSION

We reviewed Sega's new coin-op, Crackdown, last month and thought it was pretty ruddy good. Imagine our surprise when, literally weeks later, US Gold rang up to say that they had just bought the rights to the machine, and that ARC, responsible for the brilliant Forgotten Worlds conversions, had already started work on it!

Unnatural and uncanny coincidence or what?

BUG REPORT

We can't believe it! We thought we'd get a few reported bugs and the whole thing would build gradually but we got hundreds! We're obviously going to have to work out how much space *Bug Report* is going to need in future. But for the minute we've chosen a random selection roughly representing the proportions of bugs we got send in for each machine.

BUT IS IT A BUG?

In some cases it's possible that some of these reports may NOT turn out to be Bugs — we'll have to see how many people write in to confirm each one. But all sound possible and likely. A few people send in "BUGS" that we're just dodgy game playing so we've ignored them (if we get any really ridiculous ones we might print them). Mostly though it looks like there are a lot of sizeable problems on a lot of serious software out there. We'll try to help put it right.

MACHINE TYPE: ATARI ST
GAME NAME: KICK OFF
LEVEL BUG OCCURRED: LOADING
WHAT HAPPENS: *Only seems to load on a 520 ST (single sided drive — not on double sided 1 meg capacity drive)*
NUMBER OF REPORTS SO FAR: 1

MACHINE TYPE: ATARI ST
GAME NAME: WAR IN MIDDLE EARTH
LEVEL BUG OCCURRED: AT ANY TIME
WHAT HAPPENS: *Just crashes randomly and two purple bugs appear on the left hand of the screen*
NUMBER OF REPORTS SO FAR: 1

MACHINE TYPE: ATARI ST
GAME NAME: DRAGON NINJA
LEVEL BUG OCCURRED: RANDOMLY
WHAT HAPPENS: *When you die you come back on the screen flashing — if the enemy hits you even once all your energy goes and you die*
NUMBER OF REPORTS SO FAR: 1

MACHINE TYPE: ATARI ST
GAME NAME: OIDS
LEVEL BUG OCCURRED: VARIES
WHAT HAPPENS: *Enemy becomes indestructible*
NUMBER OF REPORTS SO FAR: 1

MACHINE TYPE: SEGA
GAME NAME: FANTASY ZONE II
LEVEL BUG OCCURRED: 6 and 7
WHAT HAPPENS: *When things get really frantic you disappear so you can't tell if you get zapped*
NUMBER OF REPORTS SO FAR: 1

MACHINE TYPE: C64
GAME NAME: ROBOCOP
LEVEL BUG OCCURRED: LEVEL 2 SCREEN 4
WHAT HAPPENS: *All background characters are messed up making it impassable as you don't know what you've done*
NUMBER OF REPORTS SO FAR: 2

MACHINE TYPE: C64
GAME NAME: ACE2
LEVEL BUG OCCURRED: VARIOUS
WHAT HAPPENS: *Program locks on second and subsequent goes*
NUMBER OF REPORTS SO FAR: 1

MACHINE TYPE: ATARI ST
GAME NAME: TRACK SUIT MANAGER
LEVEL BUG OCCURRED: VARIOUS POINTS
WHAT HAPPENS: *When a player is sent off he continues to play without a name*
NUMBER OF REPORTS SO FAR: 1

IF you can confirm any of the above bugs or have new ones of your own to offer fill in the coupon below and send it to *BUG REPORT, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU*

NAME:...
ADDRESS:..
....
MACHINE TYPE: ....
GAME NAME:...
LEVEL BUG OCCURRED:...................................
WHAT HAPPENS: ....
....
....

**REMEMBER — Try to ensure your bug really is a bug and not
(a)you not be any good at the game or (b) you having a
dodgy disk drive or tape recorder.**

REVIEWS INDEX

THE RATINGS
When a game is reviewed, we give ratings for five different criteria:

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words — is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is — the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS
85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

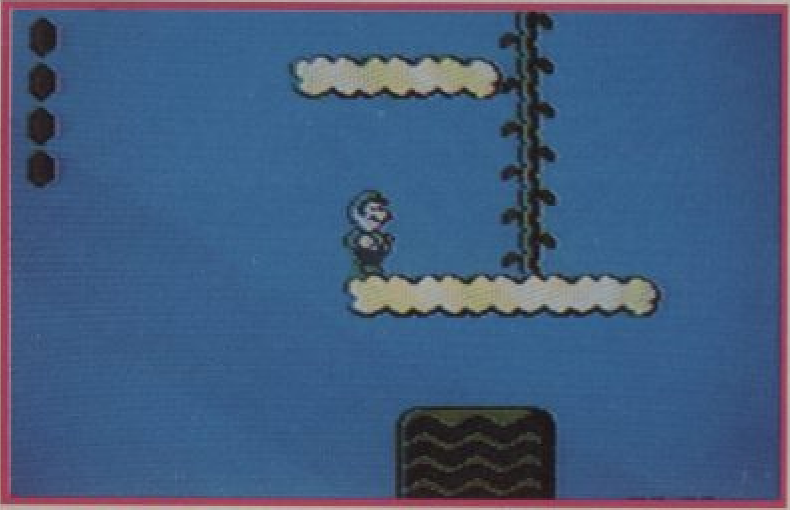
REVIEWERS
JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

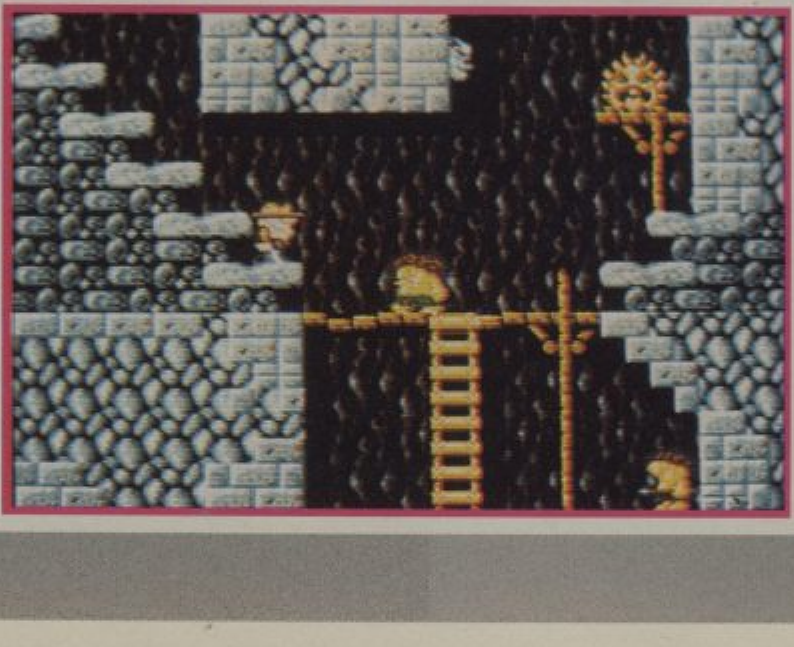
PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

PHIL SOUTH
An all rounder who likes all manner of games — as long as they're good.

CIARAN BRENNAN
Arcade-style games are Ciaran's forte.

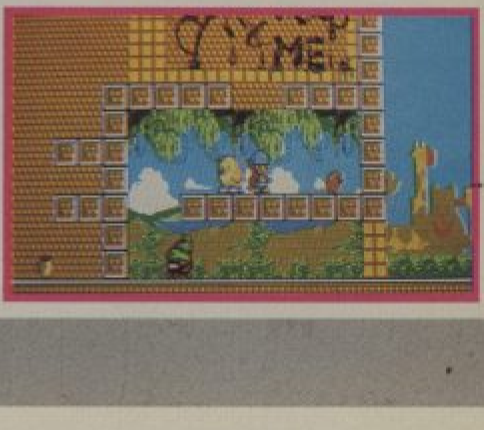
REVIEWS





C+VG HIT! REVIEWS





JAMES BO

LICENCE

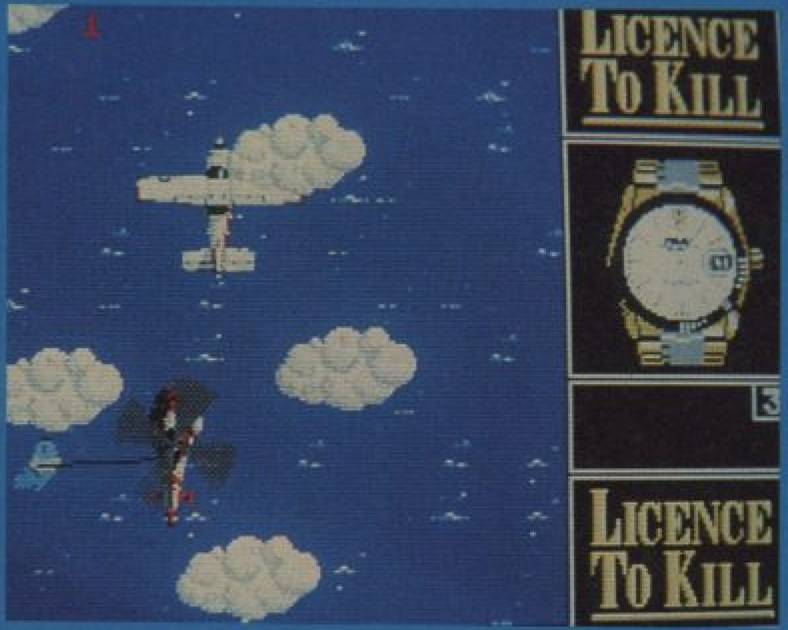
After nearly a two-year absence from the Cinemas, that evergreen secret agent, 007 James Bond, returns to the silver screen with a vengeance in Licence to Kill. It promises to be one of the most spectacular Bond films yet, with a dazzling array of stunts and special effects. As with the last two Bond films, Domark have secured the rights to produce a game of the film, and it's looking good. Very good. Paul Glancey sneaks a preview.



On the first level, Bond chases after a jeep in a helicopter with the intention of blasting it off the road. Sounds easy, but you must watch out for tall landscape features which the chopper can crash into!



With the jeep destroyed, Bond wanders up the vertically scrolling screen blasting an army of baddies with his Beretta. Luckily he can even the odds by finding an Uzi machine pistol!



Level three sees Bond hanging off a chopper, attempting to attach a winch to the tail of the baddie's plane. Time isn't on your side, you have to move fast to stop the plane from escaping.

Licence to Kill is split into three distinct stages which follow land, sea and air scenes from the film.

The action starts over Cray Cay, an island off the coast of Miami, with 007 and Felix Leiter flying a coastguard helicopter while Sanchez makes his escape up the screen in a jeep. Shooting the jeep is the only way to stop him, but accurate blasting is difficult when you have to simultaneously dodge around tall trees, telegraph poles and buildings.

Sanchez eventually has to leave the jeep, so he's forced to leg it. But James follows *Commando*-style with his Beretta, ready to pick off the Sanchez hordes. By holding the fire button and pushing left or right on the joystick, you can select one of 32 directions of fire, then run up the screen, gun blazing. Dead Sanchezites leave behind extra rounds of ammo, and the odd machine gun to aid the 007 cause.

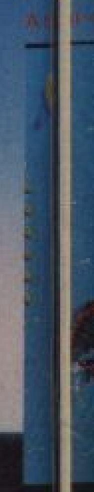
At the end of the level Bond has to climb back into the helicopter to pursue his foe, who has just leapt into an aeroplane. To stop the plane, Bond has to swing below the chopper and jump on to the tail of the dodging plane, disable it, then attach a rope so that it can be towed to the coast.

The scene then changes to the ocean. James is in his scuba gear, and he has to swim through shark-infested waters, stabbing any of Sanchez's divers who dare challenge him, and grabbing drugs packages for bonus points.

At the end of the stage Sanchez's seaplane is just taking off. Quickly, Bond shoots one of the pontoons with his harpoon gun and he's dragged after it. His progress up the line towards the plane is slowed by having to dodge oncoming catamarans piloted by terrorist yachtsmen.

Reach the plane and you're onto the third stage, which follows the destruction of Sanchez's drug factory. The bad guy is making for the border in a convoy of 18-wheeler semis full of drugs. James starts in a cropduster, but he has to jump down onto the rearmost truck, take control of it and use it to

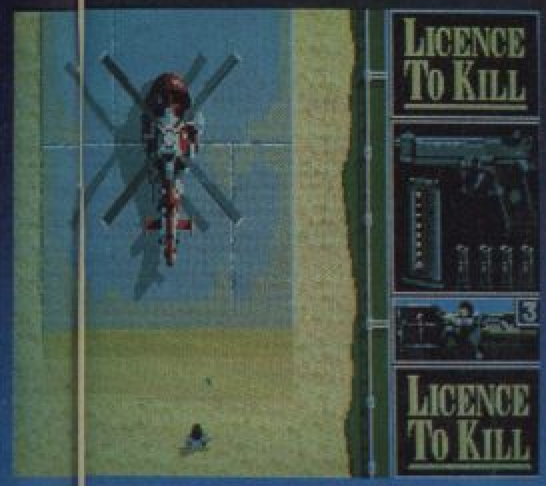






BOND 007

E TO KILL™

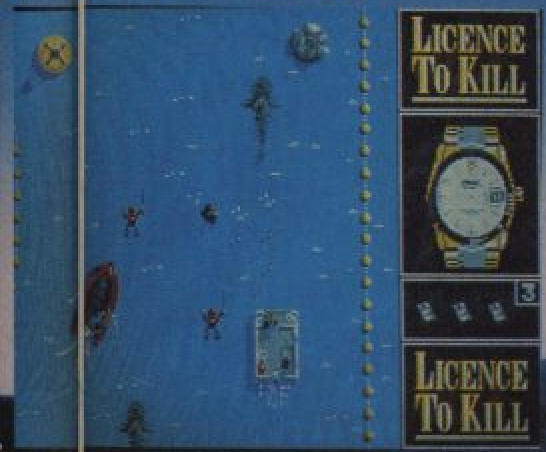


run the others off the road, dodging missiles which they fire in your direction. The final rig contains Sanchez, and once you've seen that off, the world is safe again.

The ST and Spectrum games are the versions we've seen, and they're looking impressive. The C+VG Bond Game Fan Club (North London Branch) wait with bated breath for the game's release in July across all major formats.

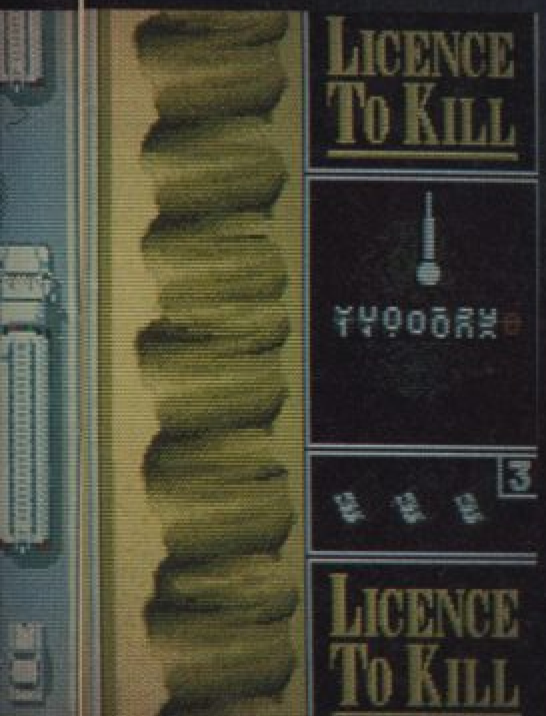
PAUL GLANCEY

Look! Bond's got a big chopper in this game!



A ... clad James, harpoon at the ready...

...wheels on the wagon and Jim's still trucking along...



THE BOND GAMES . . .

Domark's first Bond licence, A View to a Kill, appeared way back in 1985, and received little acclaim. Well, it was pretty grotty — even Domark admit that — and featured four levels of naff arcade action with primary school graphics. The tune was quite good, though . . .

Things got a bit better with Domark's second Bond licence, the 1987 release, The Living Daylights. The gameplay was limited, but fairly enjoyable, and featured Bond wandering along a horizontally scrolling backdrop taking pot-shots at baddies. It was fun, but the general reaction was that more could have been made of the game.

Last Christmas saw the third of the 007 series, Live and Let Die, the game of the early 70's Bond film. The film features a lengthy boat chase, and it's this scene that the game is based on. It's a fast-action shoot 'em up, almost like Roadblasters on water, with you whizzing down a neverending river in a speed boat, avoiding obstacles and blasting other craft out of the water. It's a tough and enjoyable game, but didn't really feature Bond as such . . .

And that brings us bang up to date with Licence to Kill, which certainly looks like the best Bond game yet! We'll bring you a full appraisal of the game in the next issue of C+VG.

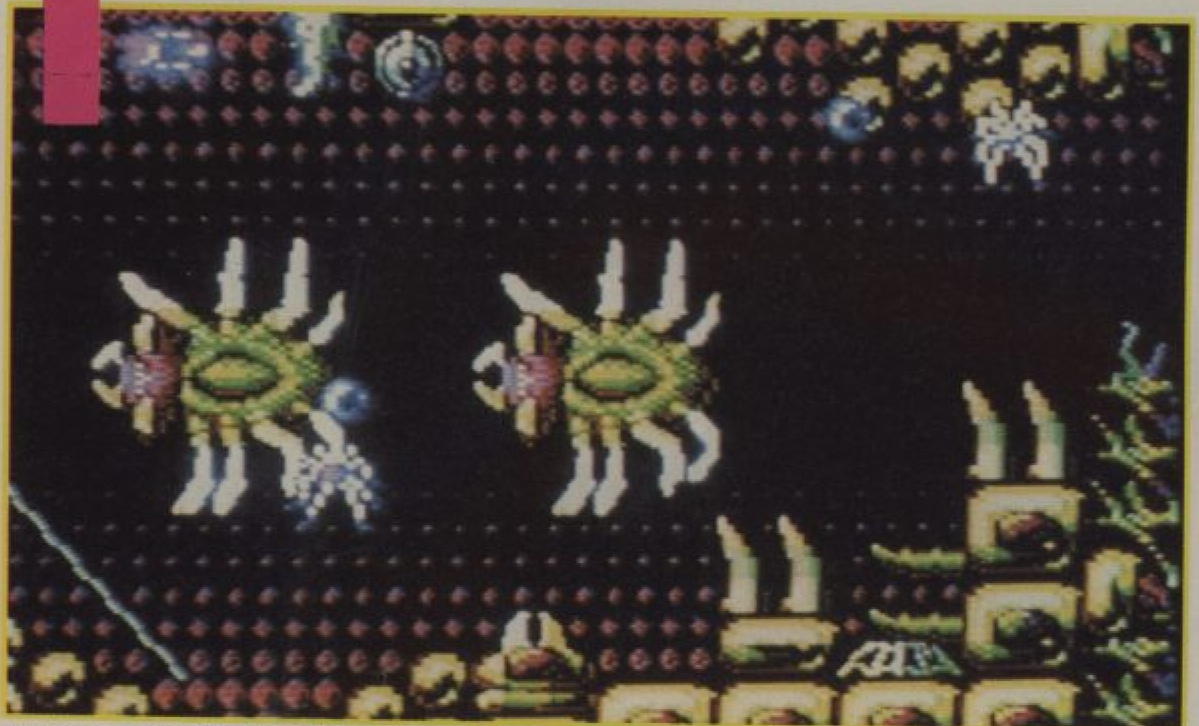




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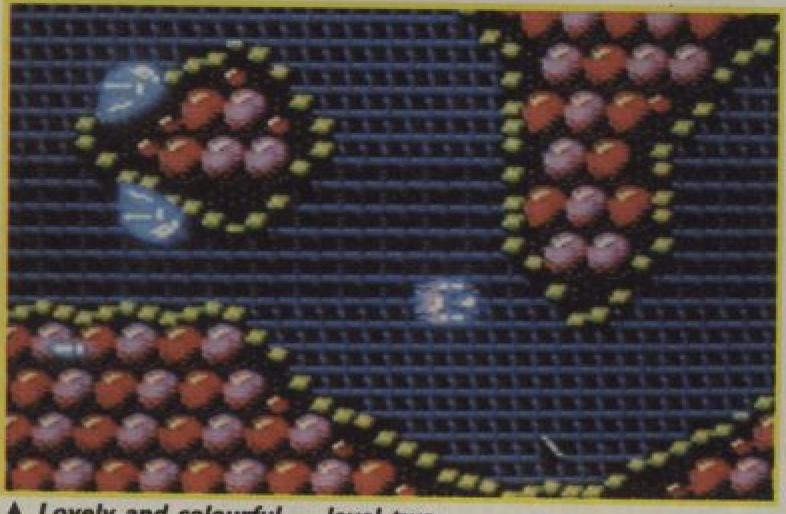
▲ *Phobia — the best C64 blast in ages.*

Get your strait jacket out of the wardrobe and start doing up the straps, matey. This psycho-blast from Tony Crowther turns your subconscious fears into laser fodder, and uses them to drive you completely crazy!

Phobia is a one or two-player horizontally-scrolling rescue mission set in the sort of solar system your mother always warned you about. Fifteen planets lie between your spaceship and your ultimate goal, the sun. That's where the Galactic Emperor is being held by Phobos, a chap who apparently doesn't like politicians.

To reach the sun and rescue the Emperor, you have to collect the nine pieces of a heat shield which are scattered throughout the system. Of course, you don't know exactly where.

Anticipating a rescue bid, Phobos has populated each planet with monsters taken from man's worst nightmares. The first planet you have to fly through is full of giant spiders which cast deadly webs across your path and spit venom bombs at your spaceship. Fortunately, dead spiders leave behind little gun icons which provide increasingly rapid firepower, air to ground missiles and speedups.



▲ *Lovely and colourful — level two.*

After you've plugged the mega-beastie at the end of this section you're still only half way through the first planet. The second half has you zipping through a tortuous maze of passages with an egg at the end. Shoot through the eggshell and a question mark appears, which, if you're lucky, is part of the heat shield.

Now this may sound like yer standard shoot 'em up to you, but Phobia has one or two neat innovations. If you opt for one player mode, a press of the space bar gives your ship a double, which doubles your field of fire, but makes you a bigger target. If you do play with someone else, shooting the rear of his ship charges up his super-weapon, which launches up to three unstoppable missiles across the screen.

Phobia's most vaunted technical innovation is the use of colour switching techniques to display 32 colours on the C64 (which is only designed to provide 16). However Tony does it, it's an effective trick which has been used to make the sprites and backdrops very pretty to look at as they scroll past.

Not that there's much chance to admire the scenery, though. Swarms of monsters appear from all angles, and even gamers with the most turbo-charged reactions will have their hands full dodging bullets and the scenery. The collision detection is often in your favour, but still the game is no picnic. After many a game spent trying to get through the first level my sanity was in serious jeopardy, but unfortunately I just couldn't drag myself away and now listen to me. Burble burble burble.

PAUL GLANCEY

UPDATE

Tony Crowther is also programming the Amiga and ST versions of Phobia, which will keep the same gameplay, but be graphically better than the C64 version. Sonic differences apart, the ST and Amiga versions should look identical thanks to further use of the 32 colours trick on the ST, and both versions are due at the end of June, priced £24.99.

C64	£9.99
GRAPHICS	89%
SOUND	62%
VALUE	87%
PLAYABILITY	88%

Apart from the lack of music, Phobia is superb — pretty graphics, extremely addictive blasting gameplay, even the multiload isn't too intrusive. The best 64 blast since Armalyte.

OVERALL 88%

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CASSETTES

Title	Spectrum	Comm 64	Amstrad	Comm 16	BBC	Atari (8 bit)	Price
Bombjack	●	●	●	●			1.99
Airwolf	●	●	●	●	●	●	1.99
Battleships	●	●	●				1.99
Saboteur	●	●	●				1.99
Combat Lynx	●	●	●				1.99
Frank Bruno's World Championship Boxing	●	●	●	●			1.99
Turbo Esprit	●	●	●				1.99
Grand National	●						1.99
Batty	●	●	●				2.99
1942	●	●	●				2.99
Kokotoni Wilf	●	●	●				1.99
Bombjack II	●	●	●	●			1.99
Roller Coaster	●						1.99

CASSETTES

Title	Spectrum	Comm 64	Amstrad	Comm 16	BBC	Electron	Price
Commando	●	●	●	●	●	●	2.99
Storm Warrior		●	●				1.99
Deepstrike	●	●	●				1.99
Saboteur II	●	●	●				1.99
Blue Thunder	●	●					1.99
3 DC	●		●				1.99
Harrier Attack	●	●	●				1.99

DISKS

Title	Comm 64	Price	Title	Comm 64	Price
Bombjack	●	4.99	Saboteur	●	4.99
Airwolf	●	4.99	Combat Lynx	●	4.99
Battleships	●	4.99	Commando	●	4.99

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DATASTORM

BY VDT

Datastorm is basically a 16 bit version of Dropzone, US Gold's classic Defender/Stargate variant, with some brilliant enhancements (incidentally, Dropzone is my all-time favourite blaster). So although VDT score zero points for originality, what they have produced, in my opinion, is the best shoot 'em up yet seen out of a coin-op cabinet.

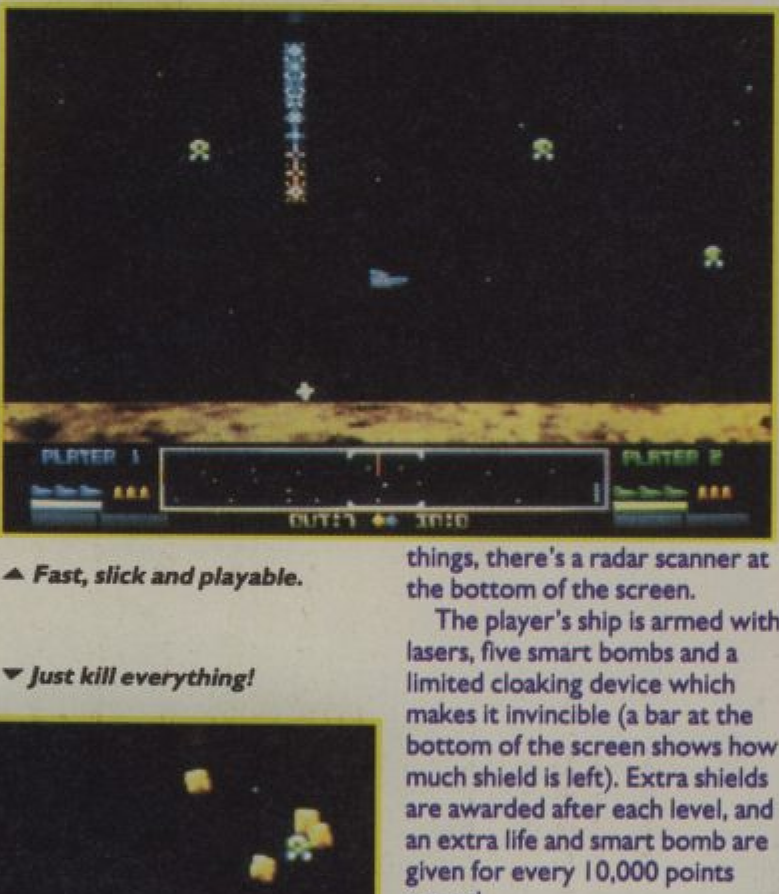


▲ *The best blast ever?*

Either one or two players (there are options to let two players partake simultaneously, or alternately) patrol a two-way horizontally scrolling wrap-around planet and protect eight pods from a wide variety of weird and very violent aliens.

One particular breed of alien, the landers, attempt to pick up the pods and whisk them away to the top of the screen, whereupon they go berserk and home in on your craft at very high speed, firing very accurate laser bolts as they go.

To help you keep a track on things, there's a radar scanner at the bottom of the screen.



▲ *Fast, slick and playable.*

▼ *Just kill everything!*



The player's ship is armed with lasers, five smart bombs and a limited cloaking device which makes it invincible (a bar at the bottom of the screen shows how much shield is left). Extra shields are awarded after each level, and an extra life and smart bomb are given for every 10,000 points scored.

Extra weapons are available by picking up orbs which occasionally appear. These are: autofire, wide lasers, missiles (home in on pod-carrying landers) and shields.

Giant motherships also appear on preset levels. There are three types — a big red saucer, a huge space squid and a massive skull — and all are able to absorb a large number of shots before they explode.

As you progress through the levels, larger numbers of aliens appear, and they get increasingly vicious and fire more accurate bullets — your reflexes are tested to their absolute limits.

The graphics are very fast and smooth, with small and detailed alien sprites and loads of stuff going on.

The whole game is beautifully presented, with autosave highscore table, brilliant on-screen instructions, level/speed select and four different player options.

Datastorm's lasting appeal is immense — it's the sort of game that never ages, and will get loaded up years from now for a good old nostalgic blast. The levels are never the same, and you're not constrained by having to follow patterns like you do in most other horizontally scrolling blasters — it's just you in the thick of it. You might know how to deal with the aliens, but you don't know just where they're going to pop up next.

There may be shoot 'em ups that look and sound more impressive, but when it comes to sheer adrenalin-pumping super-fast action gameplay, Datastorm blows everything out of the water.

JULIAN RIGNALL

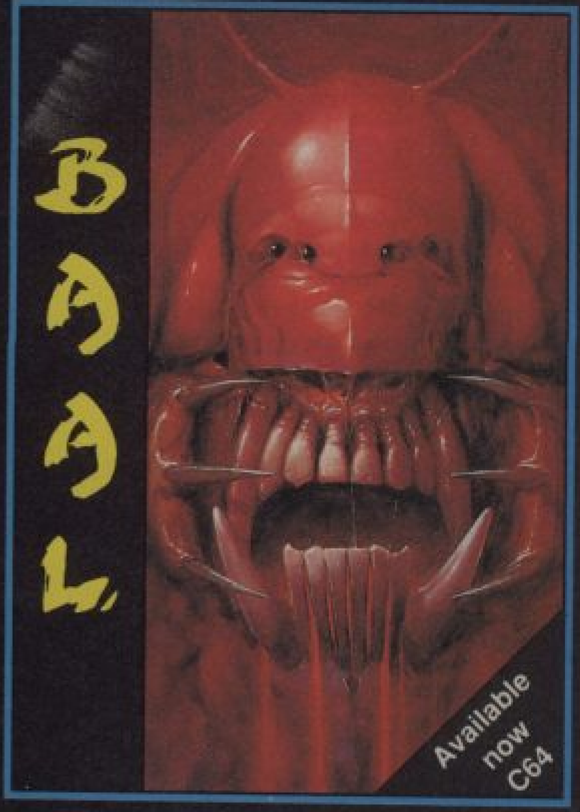
C+VG HIT!

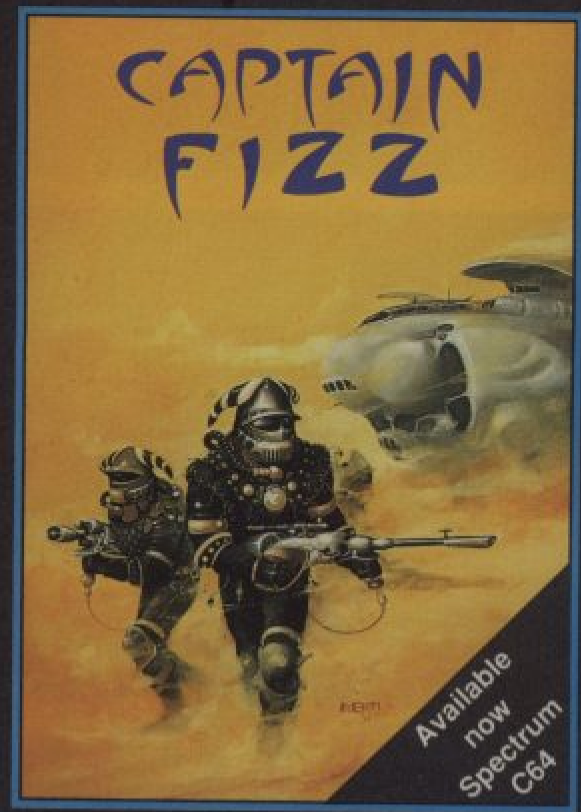
UPDATE
Sadly, no other versions are planned.

AMIGA	£24.99
GRAPHICS	83%
SOUND	87%
VALUE	81%
PLAYABILITY	96%

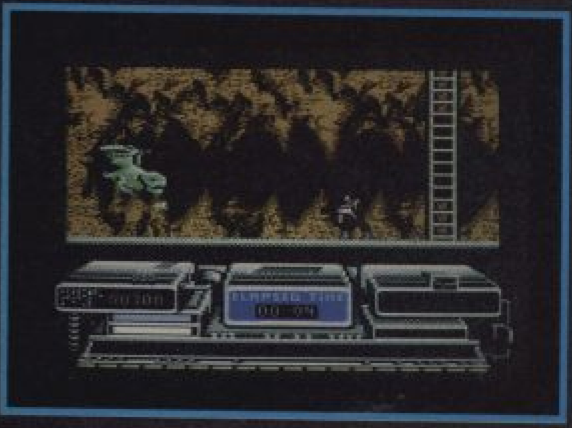
A superlative shoot 'em up which knocks Forgotten Worlds off the top slot as the best Amiga blaster. Unmissable.

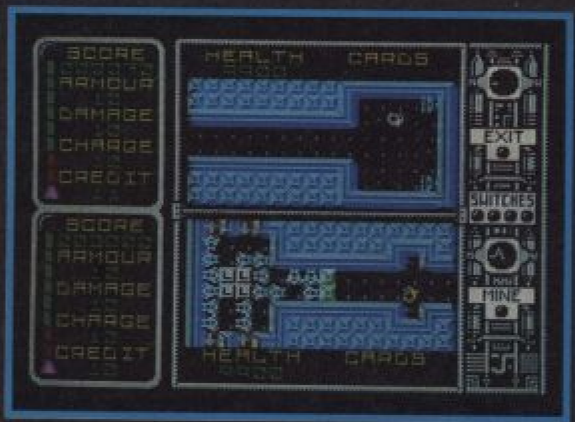
OVERALL	95%

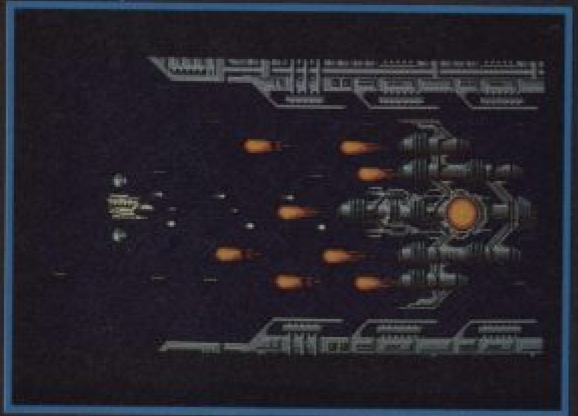












BAAL

- ★ An addictive mixture of strategy and arcade action featuring:
- ★ 8 way ultra-smooth scrolling through 3 distinctive domains containing multiple levels.
- ★ Over 250 highly detailed screens, superb graphics and sound effects.
- ★ More than 100 monsters and 400 traps.

The future of the world lies in the hands of an elite squadron of men. YOU are the leader of the Time Warriors. Can you save the earth from the evil BAAL?

His army of undead have stolen an awesome weapon of destruction, a War Machine.

As leader of the ultimate battle fighters, your quest is to invade BAAL's domain, fighting off his monstrous demonic beasts to retrieve the War Machine . . . but . . . you must kill BAAL in the process.

Can you succeed? There is no option . . . the alternative is literally 'Hell on Earth'.

Screen Shots from the C64 Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

CAPTAIN FIZZ
Meets The Blaster-Trons

The message is simple: co-operate or die!
It's double fun and double trouble all the way in Captain Fizz, the most exciting simultaneous two-player game you and a friend are ever likely to play. It's a whole new world of split-screen, high-speed action, as both of you take on the nasty Blaster-Trons infesting the planet Icarus.

Yup, it's a tough mission alright, but you might just win out with the right blend of co-operation, courage, laser-hot reflexes, tactical sense. . . and brains. The action is fast and furious in Captain Fizz, but if you can't work out the right tactics you'll both be dead meat.

There are 20 levels of savage and relentless action to battle through before you reach your objective, the central computer that's causing the evil infestation. You'll never get there, though, unless you put your heads together and co-operate; your buddy can't do it on his own, and neither can you. This is one program where even the easy games are hard. So remember — united you stand, but divided you fall. . .

Two joysticks required for two-player game

Screen Shots taken from the Spectrum Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

MENACE

This is a pure arcade game – a fast action packed journey through six very different worlds where lightning fast reflexes and furious fire button action are your only hope of survival.

Your mission orders are simple, you must destroy the planet Draconia. In theory possible, in practice . . .

The planet Draconia, an unnatural planet, has been formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiled from their home galaxy, have ravaged and plundered space, using the worlds they have destroyed and the life forms they have created to build this planet of fear and death.

Now an end must be put to their reign of terror. A large scale attack will prove too costly to our space fleets, Draconia has many orbiting defence systems, the sacrifice may be in thousands of lives. A single fighter craft, approaching undetected, may have a chance to avenge those who have perished, by destroying Draconia. You have that chance . . .

Screen Shots are from the Amiga Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

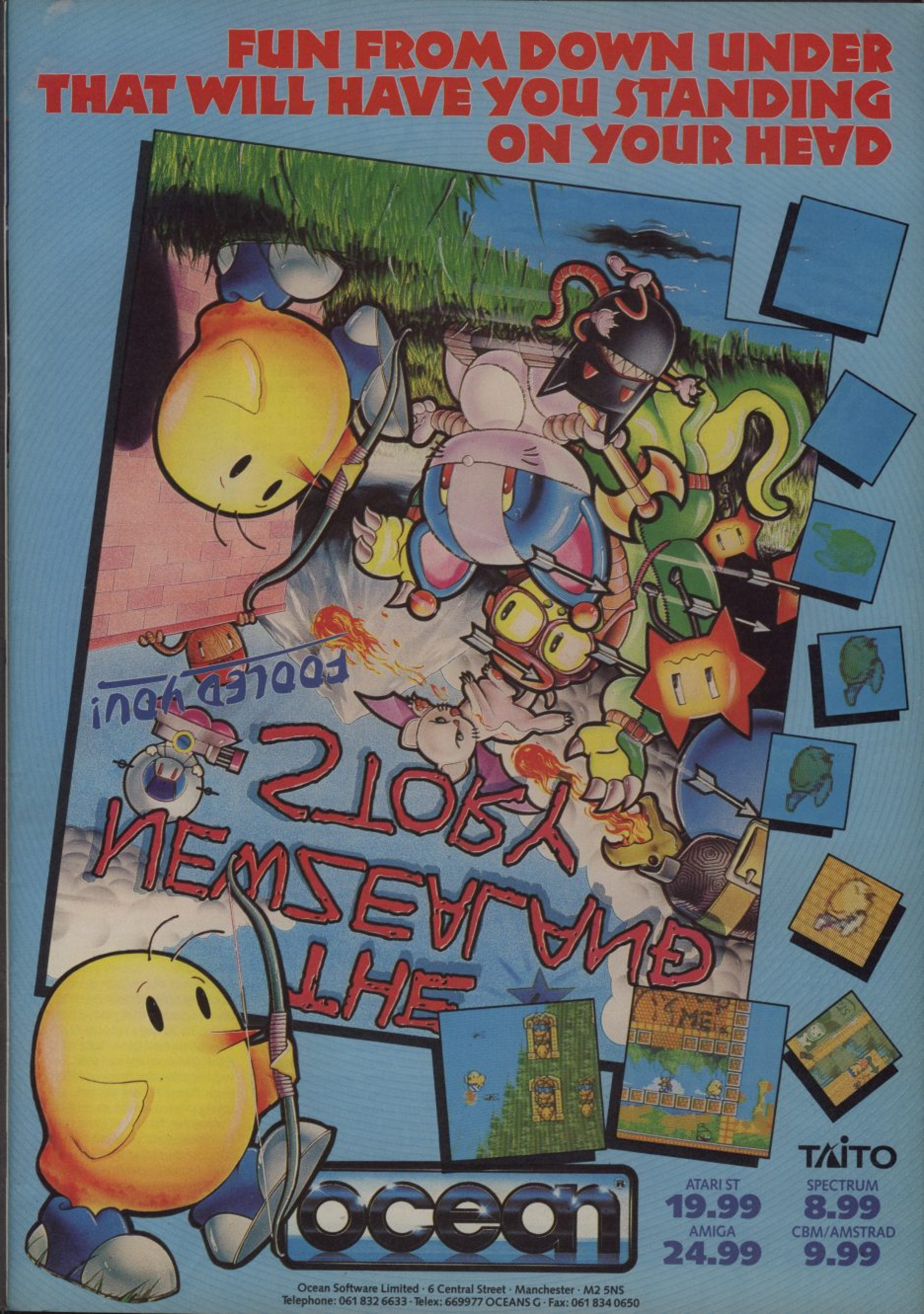
BAAL	
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C64/128D	£12.99
C64/128C	£9.99
CAPTAIN FIZZ	
Amiga/Atari St.	£14.95
C64/128D	£12.99
C64/128C	£9.99
Spectrum	£9.99
MENACE	
Amiga/Atari St.	£19.95
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PSYCLAPSE

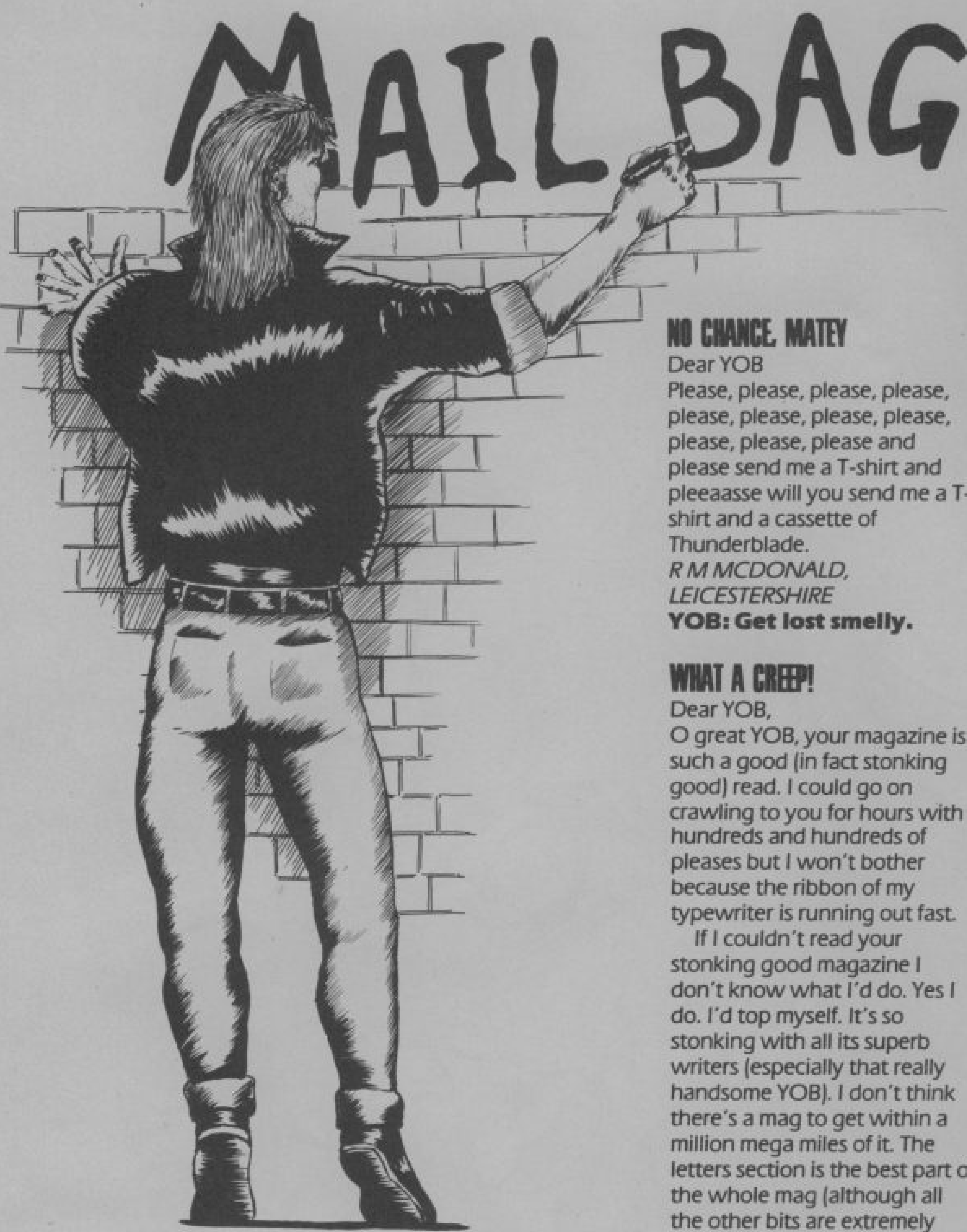
AN 8-BIT BLITZ

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PSYCLAPSE


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MAIL BAG



NO CHANCE, MATEY

Dear YOB

Please, please, please, please, please, please, please, please, please, please, please and please send me a T-shirt and pleeaasse will you send me a T-shirt and a cassette of Thunderblade.

R M MCDONALD, LEICESTERSHIRE

YOB: Get lost smelly.

WHAT A CREEP!

Dear YOB,

O great YOB, your magazine is such a good (in fact stonking good) read. I could go on crawling to you for hours with hundreds and hundreds of pleases but I won't bother because the ribbon of my typewriter is running out fast.

If I couldn't read your stonking good magazine I don't know what I'd do. Yes I do. I'd top myself. It's so stonking with all its superb writers (especially that really handsome YOB). I don't think there's a mag to get within a million mega miles of it. The letters section is the best part of the whole mag (although all the other bits are extremely stonking too) with all it's witty replies etc.

I expect you've guessed by now that I'm only after one thing, no not that, one of your stonking good T-shirts. So if you don't send me one of yours. . . I'd better not threaten you.

PAUL WILLIAMS, GWENT.

YOB: O creeping Paul.Is there nothing you won't stoop to to get a T-shirt? Well, crawl until you wear out your rib cage, sonny Jim, you won't get anything out of me apart from a large-sized Doc Marten in the mush. By the way, you're not releated to fatty Williams are you? If you are, I won't bother kicking a cripple while he's down.

HONOURARY TWERP OF THE MONTH

Dear YOB,

What the f**k is wrong with you guys? I'm asking you why the hell you guys are printing stuff like Big Screen? It's got nothing to do with videogames, has it? No! So in future I don't wanna see it any more otherwise I will visit you guys and break everybody's legs

And now my complaints about AGM.

What the hell is wrong with those English? Are they stupid? You bet! Get rid of AGM! I'm also sick of play by mail! It is for pansies! GET RID OF PBM AND AGM!!!

I don't wanna see PBM and AGM any more, otherwise you guys may expect a visitor from Pais Bas! Concerning copying software, in Holland we are market leaders! We will (you can be sure of that) put Dutch piracy software on the English market very, very soon!

Concerning our friend Patrick Coolwijk, you owe him an apology!

We are looking forward to your reply!!!

MARCO VAN BASTEN, DPSF, NETHERLANDS

YOB: We've got rid of AGM and Big Screen. What a shame we can't get rid of pathetic little pirates like you. Why don't you put your feeble little brain into doing something constructive, rather than just ripping off programmers? As for Mr Coolwijk, he's almost a big a twerp as you. Do us all a favour and pop your clogs.

A SURPRISE ANSWER

Dear YOB,

After hours of frustrating studying I have finally come to the conclusion that your review of the 16 bit Sega was unclear! You mentioned the release of a CD-ROM and I am not sure wether this is for the 16 or 8 bit Sega. Please tell me as I am losing sleep over the matter!

Another thing that I am losing sleep about is this supposed surprise that you keep promising us in the Mean Machine section? I am a PROUD owner of a Sega and I

Got those summertime blues? Well, why not write to the YOB and cheer yourself up. No letter too big. No subject too controversial. No questions too difficult. No begging letters for God's sake. YOB's here to answer all your scribings. And if he thinks your particular prose is good enough, he'll send you a highly stonkworthy C+VG T-shirt, and even some software. So get off your fat, lazy behinds and get scribbling to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

feel at the moment you are not doing us justice, even though you're the best mag for us console owners.
STABRY PICKER
YOB: The CD-ROM is for the 16 bit Sega, so now you can sleep easy. The surprise we've got planned won't be a surprise if I tell you. So it'll have to remain a surprise, so we can surprise you with the surprise. It's a pretty ruddy mega surprise too, so prepare to be very surprised.

MINIMALIST LETTER OF THE MONTH

Dear YOB,
Could you please cut down the Mail Bag pages a little, they are totally boring and none of my friends that buy your magazine read it.
ARRON DICKENS, MIDDLESEX
YOB: With totally crap letters like yours, I feel inclined to do so.

GOSH, A MISTAKE II

Dear YOB,
Aye, sir 'tis I again, supplier of complaints, questions and compliments. Well, to the point. The mag is great as usual and Fax 'formidable'. Just one question, in the May issue of C+VG, for the review of Run the GauntleT (note the capital T) you had printed Run the Gauntlet without the letter t. Was this because there was no room or because you wanted to see if we'd notice or just to see if we even read the titles?

A curious question here, (not for the unweary). Does Tony Dillon exist? We never see any photos of him, all we do is read his (awful) reviews. Is he a figment of the Eds imagination or a Garry Williams fantasy? Answers please
or else!!!
BEN, WICKLOW, IRELAND
YOB: Oh no! Not another tpying mistale? Well spotted. A nickel-plated no-prize with twiddly bits is currently not winging its way to you. Tony Dillon doesn't exist — he's just a figment of his own imagination. The sheer thought of a Garry Williams fantasy is enough to give me the sceaming ab-dabs. . .

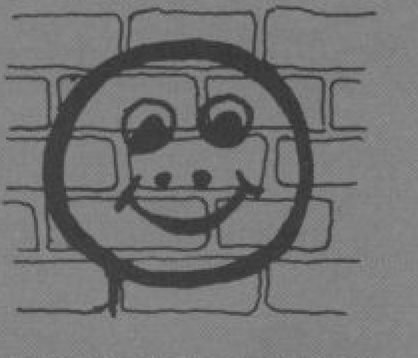
COULD THIS BE LOVE?

Dear YOB,
What the hell's going on? Are girls afraid of writing you or aren't there any female readers?! I even checked some old C+VG's and there weren't any letters from girls either! I bet you won't print this one too. Imagine, a letter from a Dutch girl in a computer magazine, that would be dreadful, wouldn't it? By the way, if you don't look the way your 'name' sounds, would you be so kind to print a picture of yourself in C+VG (so I can cut it out, hang it above my bed and admire it, and who knows. I might even fall in love with you that's if you're not as fat as Garry) I'm not going to write that your mag is fab (although it is) because everyone does.
MARIE LOUISE SCHOLTEN, HOLLAND
YOB: To be honest, I don't get many girls writing in. I don't know why. If you're a female reader, put down your knitting or crotcheting and write and tell me what your views are on the computer industry, or forever remain silent. No pictures, by the way, I'll only get hordes of screaming girlies wanting to touch my bottom.

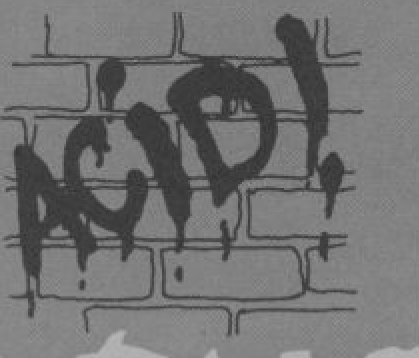
PRAISE INDEED

Dear YOB,
Before you ask, no I am not writing to plead for a free C+VG T-shirt, a copy of the latest blockbusting ST games, begging for cheats and pokes, scrounging for a new Super Mario Brothers badge, the one that was given away with issues way back in May 1988 and which I have lost only recently, and neither am I demanding that you send me a pair of Gary Williams socks, the ones that he allegedly wore to the 1973 FA cup final, and then wore for the week after as well. The reason that I am writing to you for is to congratulate the entire team at C+VG for churning out such a stonking good mag every month (stonking apparently being the 'in' word to use when writing to C+VG).
ALASTAIR HOMAN, WESTCLIFF-ON-SEA
YOB: If you'd asked you wouldn't have got. And since you're not asking, you won't get.

LETTER OF THE MONTH



Dear Yob,
I've been doing a bit of philosophy about the nature of game programmers, and the art of making games. I came up with this exceptional conclusion, developers take note!
AMERICAN: These ever-barfing, always 'the best', never-willing-to-give-up creeps lack the valuable imagination, and comes up with down-to-earth thingies like simulations, sports games and interactive computer movies. As always, only the best is good enough — so games boast extremely good REAL life graphics, but sadly their lack of imagination gives us Bruce Springsteen quality sound (simple, dull and utterly boring). All this makes up the usual American game, with superb graphics, lousy sound and nearly no games at all because all the graphics and out-of-this-world intro took up all the development time and memory space.
ENGLISH: They've got SOME kind of imagination, but sadly the cold and boring nature of these insects misleads it into complete moron games, with plenty of half finished ideas, nice graphics, and OK sound. Too bad about lots of short cuts in the usually bad programming (just look at all those Amiga games with scrolling so jerky that it makes you puke), which leave most of the games even more dead and uninteresting, just a tiny bit above most American junk stuff.
JAPANESE: These hardworking men have talent, guts, plenty of imagination and that little extra energy to make extremely good, cute, strange, never before seen and cartoon like graphics, superb jingles and atmospheric soundtracks. Sound FX are the nicest you could ever possibly want, and the games are extremely polished and playable. Nothing here to let the players down. Just check out a local arcade game or a games console.
EUROPEAN: Luckily we now have the Europeans as well (Germany and France to name a few), which has understood the essence in what I'm telling you now. This fact, combined with their talents giving a cross between Japanese and English games, which in turn leads to quite acceptable programmers.
THE MR JOHNSEN, NORWAY
YOB: You've raised some very interesting points. I think you're being unduly harsh on English programmers — I think that the best original British software ranks as some of the finest in the world. Just look at Virus, Elite, Stargllder II and Mercenary for example. I'd say that in all countries you get shoddy programming and short cuts. And some of the stuff coming out of Europe, to be frank, is complete and utter rubbish — great graphics and sound and very little in the way of decent gameplay. It's true that Japanese software undergoes far more rigorous playtesting than European and British software, and it shows. I think it's very important that a game is thoroughly tested before it's released, and gameplay tweaks made. It's very common to have a game sent into the magazine and one of the reviewers say 'this would be brilliant if only such-and-such was changed'. I'm sure all of you have bought software and thought the same. Perhaps some of you readers might have further ideas on these lines — a T-shirt is on offer for the best letter on this subject. As for your letter, have a stonkingly fabulous C+VG for your pains.



What with Accolade's Test Drive II being such a brilliant racing game, and what with Accolade being so chuffed by its great review an' all, we thought we'd give you the chance to taste the real thing . . . well a version of it anyway.

Super Kart Racing is not like the piddly little go-karts you get on Southend Sea Front. Oh No. Super Kart racing is for macho men and is considered by some as the perfect training ground for real racing driving! We're talking serious miles per hour here!

Now a lesser magazine would have come up with some compo where one person gets to test out the racing karts. We don't like to do things by halves though. Thanks to Accolade we've got 20 places to give away! Yep this is the first competition with 20 first prizes! The winners will spend a day in Country Durham, will be fully trained on the karts and then. . .well brmmm brmmm is the only thing that springs to mind.



GO KARTING



LUMMY THAT'S SOUNDS WELL NIFTY WHAT MUST I DO?

Well we've got a nice easy competition for you based around the program Test Drive II. All you've got to do is answer the following questions:

THE QUESTIONS

1. The full name for Test Drive Ii is Test Drive II — The Duel. Who directed a film called the Duel?
2. What are the two car options available on the game? (Yes we know there are add-on car discs but ignore those OK?)
3. Name a film in which Steve McQueen played a racing car driver.

YOUR ANSWERS

Fill in the coupon below and get your answers to us by August 1st. The first 20 correct ones pulled at random out of the large grey sack that all our mail comes in will get the day out. N.B. Traveling to the Go Kart centre is not included in the prize.

NAME ....

ADDRESS..

....

ANSWERS

1 ....

2..

3..

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More Dosh off 16 Bit software! Thanks to the sheer wonderfulness of Virgin/ Mastertronic C+VG can offer you 16 BIT SOFTWARE DISCOUNTS — THE RETURN.

Once again we're talking SERIOUS MONEY off TOTALLY WICKED pieces of software (instead of the £0.57p off horrible old nonsense from the bottom of the warehouse that other mags call discounts.) Like this time we've got £7.00 off the mighty Xenon (possibly the best shoot-em-up ever seen ever anywhere) another £7.00 off the amazingly successful Double Dragon and (gasp!) a whopping great £10 off the cult conversion Sorcery Plus.

16 BIT SM

XENON

The Bit-Maps majestic megablast! Check out the graphics! Take on the horrible face at the end of the level! Change from groundy thing to airy thing. Get incredibly frustrated and yet want to play more . . . more . . . more. Save serious dosh!

ORDER FORM

Please send me Xenon on the ST — here take £12.99☐(tick box)

Please send me Xenon on the Amiga — here take £12.99☐(tick box)

Name: ....

Address: ....

....

SAVE £7

ROADWARS

A totally original arcade design — in fact it started as a coin-op. It's a roadway in space. It's assault by war balls. It's energy fields. It's fast. It's fiendish.

It'll take your arcade skills to the limit and beyond. It's also ridiculously cheap! We're talking a whole tenner off!

ORDER FORM

Please send me Roadwars for my ST — a snip at £9.99.☐(tick box)

Please send me Roadwars for my Amiga — a snip at £9.99☐(tick box)

Name: ....

Address: ....

....

SAVE £10

SORCERY PLUS

A fantastic mixture of arcade zapping, a little strategy and lots of magic and sorcery. This is the souped up Ferrari version of a game that became a legend in its own lifetime. Or in Gary Williams' lunchtime come to that.

ORDER FORM

Please send me Sorcery Plus on the ST — here's £9.95☐(tick box)

Please send me Sorcery Plus on the Amiga — here's £9.95☐(tick box)

Name: ....

Address: ....

....

SAVE £10

IT'S ANOTHER C&

T PRICES! ASHED!

EVEN A WOMBAT COULD DO IT!

Just cut out the coupon for the software you require and send it with a cheque made payable to Virgin/Mastertronic for the discounted amount. Then they'll send it to you. Then the postman will bring it. Then you'll open the jiffy bag and get out the disk and then . . . (*Excuse me I think this has gone a bit mad somewhere* GT.)

WHERE TO SEND YOUR CHEQUES

Send your money and coupon to:
Virgin Mastertronic. 2-4 Vernon Yard. 119 Portobello Road. London W11 2DX.

DOUBLE DRAGON

Yee Ha! Chop socky! This classic adaptation of the arcade game managed to beat off even the likes of Operation Wolf and Afterburner at Xmas. Yet we can give you a discount! Aren't we brill? Now all you poor people can't beat the brains out of helpless arrangements of pixels.

ORDER FORM

Although I have never though of myself as a violent person I'd really like to beat up my enemies in a martial arts game. I promise that this will not affect my fundamental perceptions of reality and I know this would not be a good idea in real life. So here is my absolutely tiny sum of cash.

Gimmie the game buster I've got an ST and £12.99☐(tick box)

Gimmie the game buster I've got an Amiga and £12.99☐(tick box)

Name:..

Address:..

..

SAVE £7

SCRABBLE DELUXE

Want to do battle with a computer with a better vocabulary than yourself? Scrabble — the ultimate test of word power is awesomely powerful when run on your 16 Bit machine. Just watch it hit those triple word scores with obscure words like zimberjing and beat the pants off you. Just watch us beat the pants off the price. Just chop off that already reasonable £19.95 by £6.00 to a tiny £13.95!

ORDER FORM

I want to purchase that vivacious yet tendentious and onomatopoeic little game titled Scrabble for my ST. Here's my wad of notes that makes up the readies for £13.95☐(tick box)

Yeah I agree with the man above however although I enclose my cash of £13.95 — I've got an Amiga.☐(tick box)

Name:..

Address:..

..

SAVE £6

C&VG SUPASAVER

PLAYMASTERS

Playmasters just get bigger, better and more colourful. Don't take my word for it — look at the mega Hard Drivin' guide for starters. Study it carefully, and next time you go into an arcade, you'll be able to drive like a pro and take the mick out of everyone else for spinning off the track every five seconds. There's a Shinobi map, loads of tips and a b-i-g list of POKEs. Cor lumme! This month's winners of mega-sized parcels of hot new software are Mark Essen of Huddersfield and Raymond Oyediran of London who sent all the Amstrad tips listed below. If you've got some tips, POKEs, maps or whatever, send 'em in to me at: **PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** You never know, next month could see a sledgehammer-wielding postman trying to bang a massive bag of software through your letterbox!

C64

The following list of reset POKEs were supplied by Mark Essen of Huddersfield and Peter De Bie of Holland. To use them, just load the game, reset the computer, type in each POKE, followed by a return after every one, type in the SYS number and press return again to restart the game with your selected changes. Couldn't be easier eh?

OPERATION WOLF: POKE 33351,165 (infinite energy), SYS 16963 to restart.
MAD MIX: POKE 3462,173 (infinite boredom), SYS 2809 to start the boredom.



R-TYPE: POKE 12957,173 (infinite lives), POKE 12703,36 (no sprite detection), SYS 2066 to restart.
TIGER ROAD: POKE 5749,165 (infinite Ninjas), SYS 14848 to restart the chopsocky.
DRAGON NINJA: POKE 43123,0 (to become totally hard), SYS 2016 to kick ass.
BOMBJACK: POKE 5112,0 (invincible Jack), SYS 3101 to restart.
BOMBJACK II: POKE 7053,200 (loadsaJacks), SYS 3303 to restart.
COMMANDO: POKE 14631,0 (for an army), POKE 16423,96 (for a funny fast game), SYS 2128 to get blasting.
FLYING SHARK: POKE 7929,173 (infinite planes), SYS 2061 to take to the skies.

SPECTRUM

Grab your Multiface and get your choppers around these POKEs, matey. Just whop your Multiface into the Spectrum, load the game, press the red button when it has loaded, type in the POKE and restart. Easy as pie. Cheers to Darren Taylor of Hull and Peter Treston, Killiney, Ireland for sending 'em in.

PSSST: POKE 24985,0 (infinite lives)
COOKIE: POKE 28697,0 (infinite cooks)
TRANZ-AM: POKE 25445,0 (infinite cars)
ATIC ATAC: POKE 36519,0 (infinite knights)
LUNAR JETMAN: POKE 36965,0 (unlimited Jetmen)
RASTAN: POKE 48909,250 (250 Rastans)
FLYING SHARK: POKE 54462,201 (a squadron of planes)
ARKANOID: POKE 33702,0 (infinite bats)
SLAP FIGHT: POKE 40614,127 (infinite slaps)
BUBBLE BOBBLE: POKE 43871,52 (tons of Bubs and Bobs)
LEGEND OF KAGE: POKE 30609,250 (250 Kages)
RENEGADE: POKE 41048,195 (unlimited heroes)

AMSTRAD

RENEGADE

At the start of a game, press W, A, D, S, SPACE, and O, . and ENTER on the keypad for some*hing incredibly spiffy.

SUPER STUNTMAN

Fancy an unlimited supply of everything? Well, just type LIVEWIRE into the highscore table and exactly that will happen.

STUNTBIKE SIMULATOR

Press all the keys on the keypad without pressing the quit key, and as if by magic, you whizz forward onto the next fun-packed and extremely exciting level of jollyness.

CYBERNOID II

This is a bit of an oldie tip, but there might be a couple of Amsters out there who might have missed it. Redefine the keys as O, R, G, Y and you'll get infinite lives. You'll have to redefine the keys before playing (unless you're an Octopus), or wibble a joystick into the machine, or you won't be able to play properly.

ST

RETURN OF THE JEDI

Leigh Harman of Seaford, East Sussex has discovered that if you type DARTH VADER into the highscore table, you can use F2 to skip levels. I've also discovered that if you type CRAPOLA into the highscore table, absolutely nothing happens. Amazing, eh?

AMIGA

COSMIC PIRATE

Here's a useful tip for advanced Cosmic Pirate players who don't want to lose their cash and stuff after spending eons building it up. During a mission, keep your eye on the damage meter, and just as you're going to blow up, whip the disk out of the drive or switch off the machine and reload the game — you'll be able to tackle the mission again. Thanks to Daniel Sprangeus of Holland for sending in that tip. I dunno whether it works on the ST — you could always try it I suppose.

HIGH SCORES

Okay, all you highscoring joystick demons, here's your chance to make a bid for fame and glory and get your name up in lights on the Official UK Video Games Highscore Table. If you think you're a champion on computer or console games, send in your scores on the back of a postcard or sealed down envelope to: THE PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your scores are record breakers, they'll be included in the list — don't forget to state which machine your score was achieved on.

SEGA

ALEX KIDD (LOST STARS)
97,700 Jon Evans, Walsall.
BANK PANIC
802,850 Sherif Salama, Egypt.
BLACK BELT
624,100 Chris Rooney, London.
BOMBER RAID
799,100 Julian Rignall, C+VG.
DOUBLE DRAGON
431,990 Martyn Owen, Oadby, Leics.
FANTASY ZONE
11,497,090 Neil Angus.
FANTASY ZONE II
8,472,180 Jon Evans, Walsall.
KENSEIDEN
118,100 P Hudd, Stroud, Glos.
HANG-ON
3,182,060 Paul Cayser, Widnes.
MY HERO
11,773,030 Sean Hanna, Newry, Co Down.
OUT RUN
45,552,500 Ian Cockayne, Merseyside.
POWER STRIKE
4,361,080 Anthony Hoult, Walsall.
QUARTET
1,938,000 Martyn Owens, Oadby, Leics.
RAMBO III
56,850 Gavin Little, Edinburgh.
R-TYPE
1,081,700 Gavin Little, Edinburgh.
SHINOBI
803,180 Michael Pearson, Cleveland.
SPACE HARRIER
25,520,160 Mark Short, Co Durham.
THUNDERBLADE
2,588,000 Nicholas Joy, Market Harborough.
WONDERBOY (MONSTERLAND)
1,802,320 Darren Francis, London E6.
ZILLION II
191,000 Neil Smith, Preston.

NINTENDO

CASTLEVANIA
999,999 Lee Watkins, Bristol.
KUNG-FU
326,320 Lee Watkins, Bristol.
GRADIUS
12,670,000 Julian Rignall, C+VG.
PRO-AM RACING
265,388 Mike Carless, Exeter, Devon.
SUPER MARIO BROS
9,999,999 David Hillhouse, Workington, Cumbs.
TOP GUN
151,000 Leigh Baigent, London.

PC ENGINE

ALIEN CRUSH
79,080,400 Onn Lee, Nottingham.
CHAN AND CHAN
608,100 Julian Rignall, C+VG.
DRUNKEN MASTER
974,700 Jasper Roberts, West Croydon.
DRAGON SPIRIT
515,720 Dave Rose, Boreham Wood.
LEGENDARY AXE
321,676,260 Dave Rose, Boreham Wood.
R-TYPE
973,300 Onn Lee, Nottingham.
SON SON II
208,300 Dave Rose, Boreham Wood.
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175,114,500 Dave Rose, Boreham Wood.
TWIN COBRA
832,800 Julian Rignall, Brighton.

ST

ALIEN SYNDROME
718,800 Kevin Langton, Chesterfield.
BACKLASH
1,450,800 James Boyd, London.
BLASTEROIDS
1,220,800 Julian Rignall, C+VG.
BUBBLE BOBBLE
5,880,760 Julian Rignall, C+VG.
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs.
FLYING SHARK
3,072,600 Conrad Rodzaj, Bristol.
IK+
205,100 Niklas Aronsson, Sweden.
R-TYPE
523,220 Hornss Spencer, Redditch, Worcs.
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics.
SPACE HARRIER
3,397,460 Dan Martin, Walsall.
STARGLIDER II
248,984 Stephen Otley, Leeds.
STAR WARS
1,563,721 Kenneth Ritchie, Fife.
SUPER HANG-ON
30,142,856 Kenneth Ritchie, Fife.
VINDICATORS
476,100 Stephen Otley, Leeds.
VIRUS
642,000 Zico, Aberdeen.
XENON
1,512,860 Kevin Langton, Chesterfield.

AMIGA

AFTERBURNER
9,443,890 Stuart Duncan, Workington.
DENARIS
53,900 Peter Evans, Horsham.
LED STORM
274,628 Mark Short, Cleethorpes.
OPERATION WOLF
344,800 John Boyle, Walsall.
PACMANIA
1,310,300 Debbie Harris, Basildon, Essex.
SPACE HARRIER
1,334,570 Mark Short, Cleethorpes.
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton.
SWORD OF SODAN
287,500 Carl Bates, Plymouth.

C64

ARMALYTE
30,367,400 Danny Gleghorn, Worksop, Notts.
BUBBLE BOBBLE
3,540,330 Stig Sejersen, Herning, Denmark.
DALEY THOMPSON'S CHALLENGE
10,260 Tony Repo, Helsinki, Finland.
GREAT GIANNA SISTERS
80,989 Michael Gott, Stockport.
LAST NINJA II
340,130 Robert Eddings, Stevenage.
OPERATION WOLF
339,350 Jukka Piira, Helsinki, Finland.
PACMANIA
427,750 Stig Sejersen, Herning, Denmark.
R-TYPE
307,984 Danny Gleghorn, Worksop, Notts.
SALAMANDER
240,900 K Mackay, Marsa, Malta.

HARD DRIVIN'

Atari's new driving game is taking the arcades by storm — and it's easy to see why. Fabulous, fast, filled-3D graphics and ultra-realistic controls make for the most convincing and thrilling driving game yet seen in the arcades. Because of the highly authentic nature of the gameplay (we're talking counter-steering, optional four-gear manual gear shift with clutch and utterly realistic car handling amongst other things) many first-time players find the going very tough indeed. But never fear. Self-confessed Hard Drivin' expert Julian Rignall is here to give you a definitive guide to both the stunt and speed tracks.

First of all, choose the auto option. The manual gear shift is very tricky to get used to and you should only attempt this when you have mastered the game with auto. And it's still very tough even then!

Right now you're ready to go. Make sure the steering wheel is central (otherwise you'll slew the car as soon as you start), put the gear shift into any position (other than reverse), turn the key and put your foot to the floor.

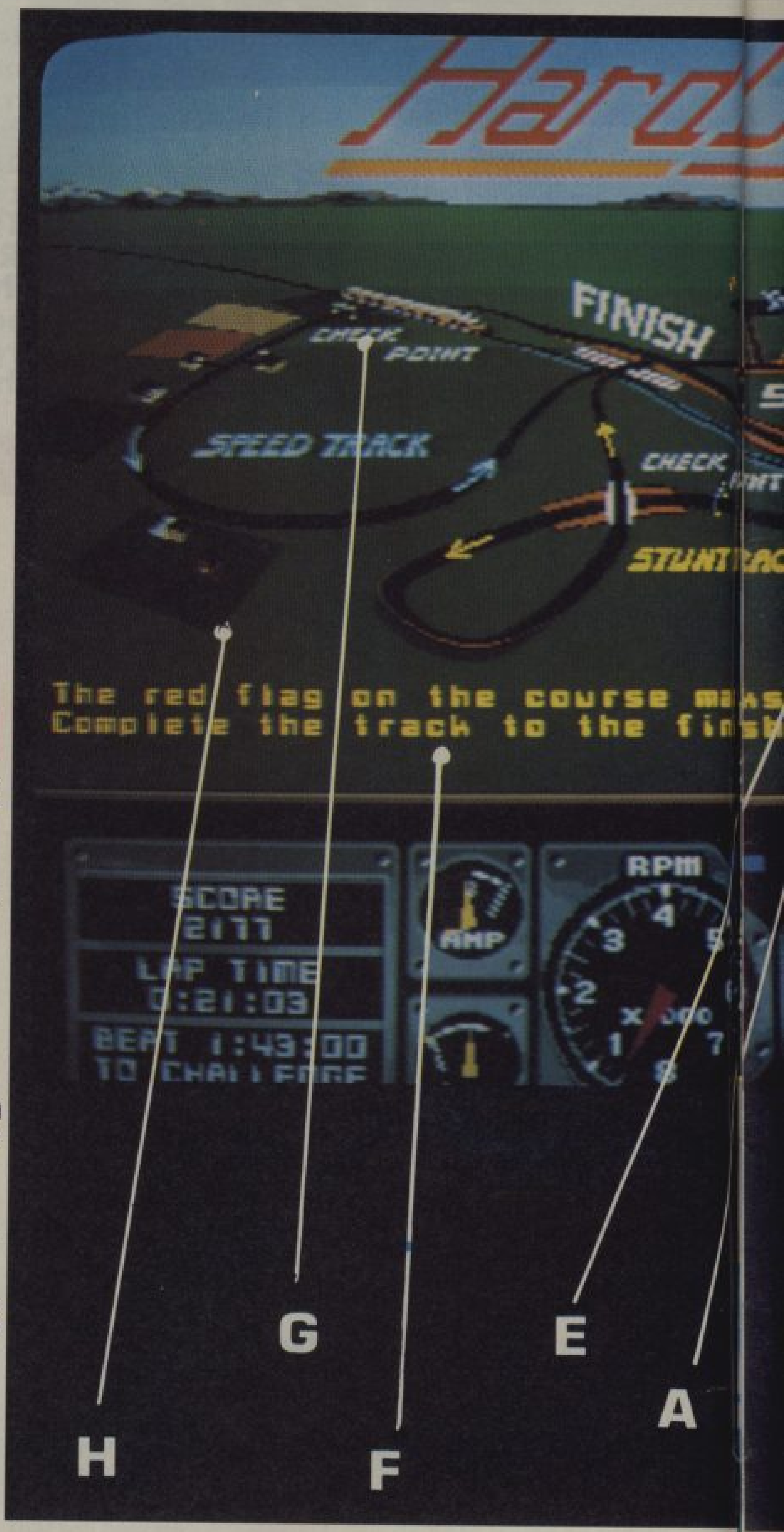
Now, before we go into detail, make a mental note of the following:

● Check which side of the road you start. Most Hard Drivin' machines are configured so that you drive on the left. However, if you start on the LEFT, it's an American machine and you drive on the right.

● Hard Drivin' has a realistic road environment, with traffic travelling in both directions on the highway — so make sure you look ahead before you pull out, and beware hidden dips and blind bends.

● If you want to be a good Hard Driver, you have to get used to using the whole road AND verges. Don't be afraid to drive off the track to avoid oncoming cars — just make sure you get back onto the road quickly before you lose speed.

● Mastering counter steering is absolutely essential. Never jerk the steering wheel around, you'll just lose control of the car. Gentle, fluid movements are required to steer the car. Whenever you feel the car skidding on a corner, gently countersteer in the opposite direction to regain control. Usually a little sawing at the wheel (careful left/right movements) is all that's needed to get the car back on course. Remember: take it easy, DON'T yank the wheel or you'll spin, and vital seconds will be lost as you get back on the road.





STUNT TRACK

This is definitely the most enjoyable of the two tracks, with its brilliant bridge leap and loop-the-loop.

From start position **A,** put your foot to the floor and belt up the hill. About three quarters of the way up, brake down to about 60 and slide round the bend. As you come out of the bend, straighten and head down the hill towards the bridge. The car jumps over the brow of the hill, so don't accelerate or you'll nose-dive the car. As soon as the car is safely on terra firma, accelerate towards the bridge at top speed.

Stay on your side of the road, as a lorry always jumps the bridge



from the opposite direction as you approach **(B),** Brake down to 65 just as you approach the jump to leap the bridge safely. Any faster and the car nose-dives.

You're now approaching the tightest corner on the track **(C),** which should be taken at between 40 and 45. There's no oncoming traffic here, so use the width of the road to slide around the bend.

Now accelerate towards the loop **(D).** A slow-moving car is blocking the way here — if you're doing well and can overtake it before you hit the loop, do so. If it looks like the car will beat you to the loop, stick behind it. There's always a lorry on the other side of the road, so keep your eye out for it.

Accelerate through the loop at top speed and head up the hill **(E),** braking to 60 as you go over the top. Go through the checkpoint at top speed and burn towards the banked section of road **(F).** A speed limit sign says 40, but only girlie nancies take the banked section at that snails pace. Accelerate to at least 120 through the bend — but make sure that the car is straight as you exit this section onto the flat track, or you'll spin.

From here on it's foot to the floor stuff — use the whole track, and watch out for oncoming traffic. If something is approaching and you're on the wrong side of the track, just move off the right hand side of the road and speed past it on the verge. If you're speeding on your side of the road and there's a slow car, just overtake it on the inside. With practice, you can do both these manoeuvres without slowing down.

Finally, slide and countersteer around the long bend, and you'll cross the finish line and get extra time.

If you get a fast enough lap time, when your time limit finally expires, the Phantom Photon challenges you to one lap of the stunt track. No other cars are present — all you have to do is make sure you don't crash, or spend more than ten consecutive seconds off the track. If you use the above tactics, you should be able to beat him — his weak spot is that he always goes off the track at the hairpin **(C),** allowing you to overtake.

SPEED TRACK

This is the track to practice on, and also it's great fun if you just want to burn up the highway. It's very straightforward stuff — just use the width of the road tactic as you would at the end of the stunt track.

There are only two things to watch out for: corner **G** and long bend **H, G** should be taken at around 55, and you should brake to 60 before **H** and accelerate gently through it to reach about 75-80 as you exit — then go hell for leather for the finish.

AMSTRAD

DRAGON NINJA

Okay, all you Dragon Ninjaites. Read these tips from Tom Godfrey of Blackpool Lancs, and you'll be able to conquer the game. The baddies on levels one, two, four, five, seven and eight are easily defeated. When one approaches, simply hit him one, duck as he jumps over you, turn and hit him again, and keep repeating this procedure until he dies. Piece of cake. . .

Level three is a bit on the tricky side, but the best tactic is to keep fighting until you get to the first hole, jump into the sewer and wade your way along until the end of the level — the baddies won't be able to get you, but you'll be able to kill them.

At the end of the level, stay on sewer level and make mincemeat out of the multiplying Ninja — again, he won't be able to touch you.

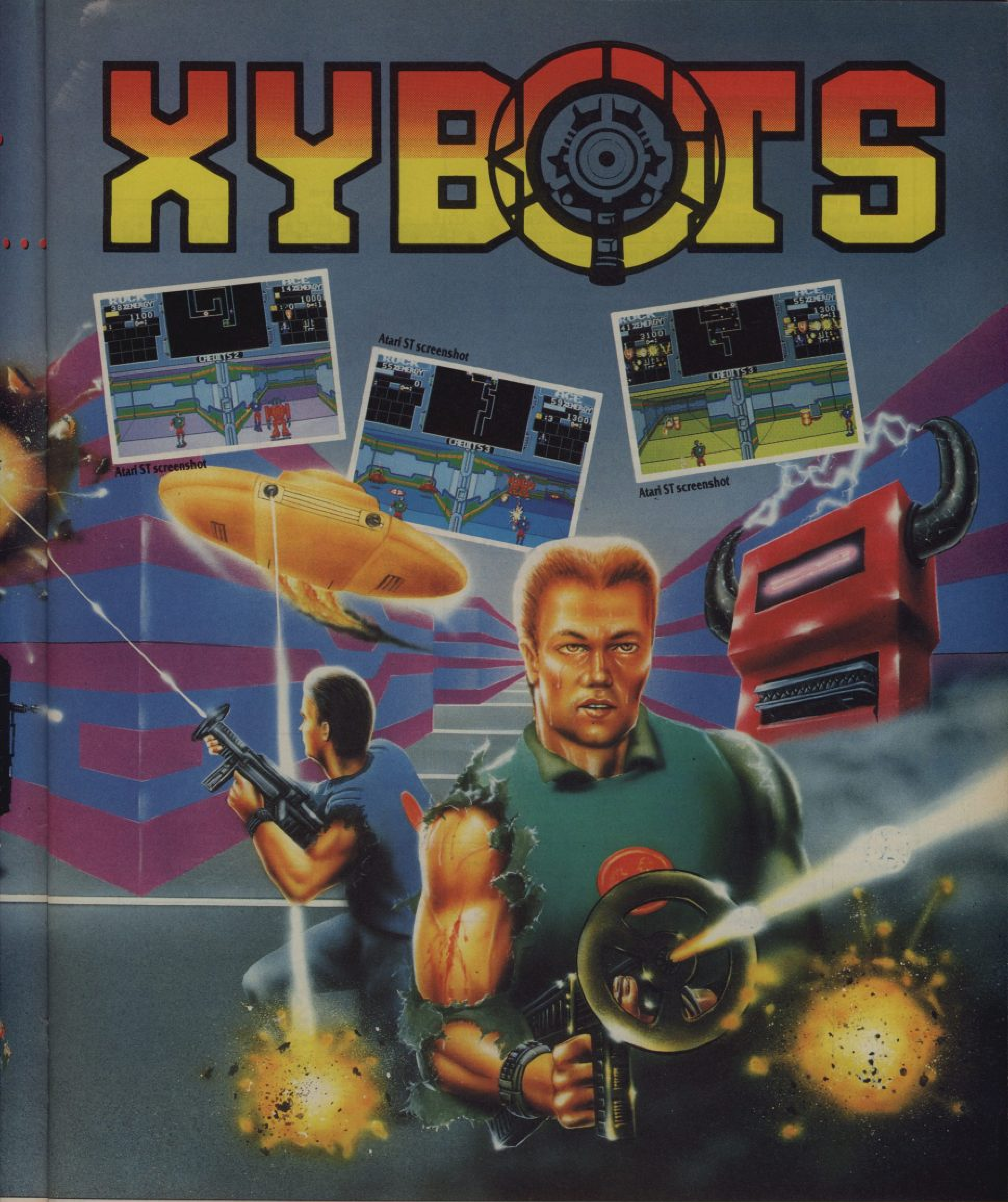
On levels five and six, keep your head down and watch out for throwing stars, and only move when it's clear (that's a bit obvious innit?). Be careful not to fall off the train on level five, or your game is as good as over.

The baddie at the end of level six is well hard, and the only way you can safely dispose of him is to use very well-timed flying kicks.

A final note, always collect time capsules or you'll only have two minutes to complete level eight — and that's next to impossible.



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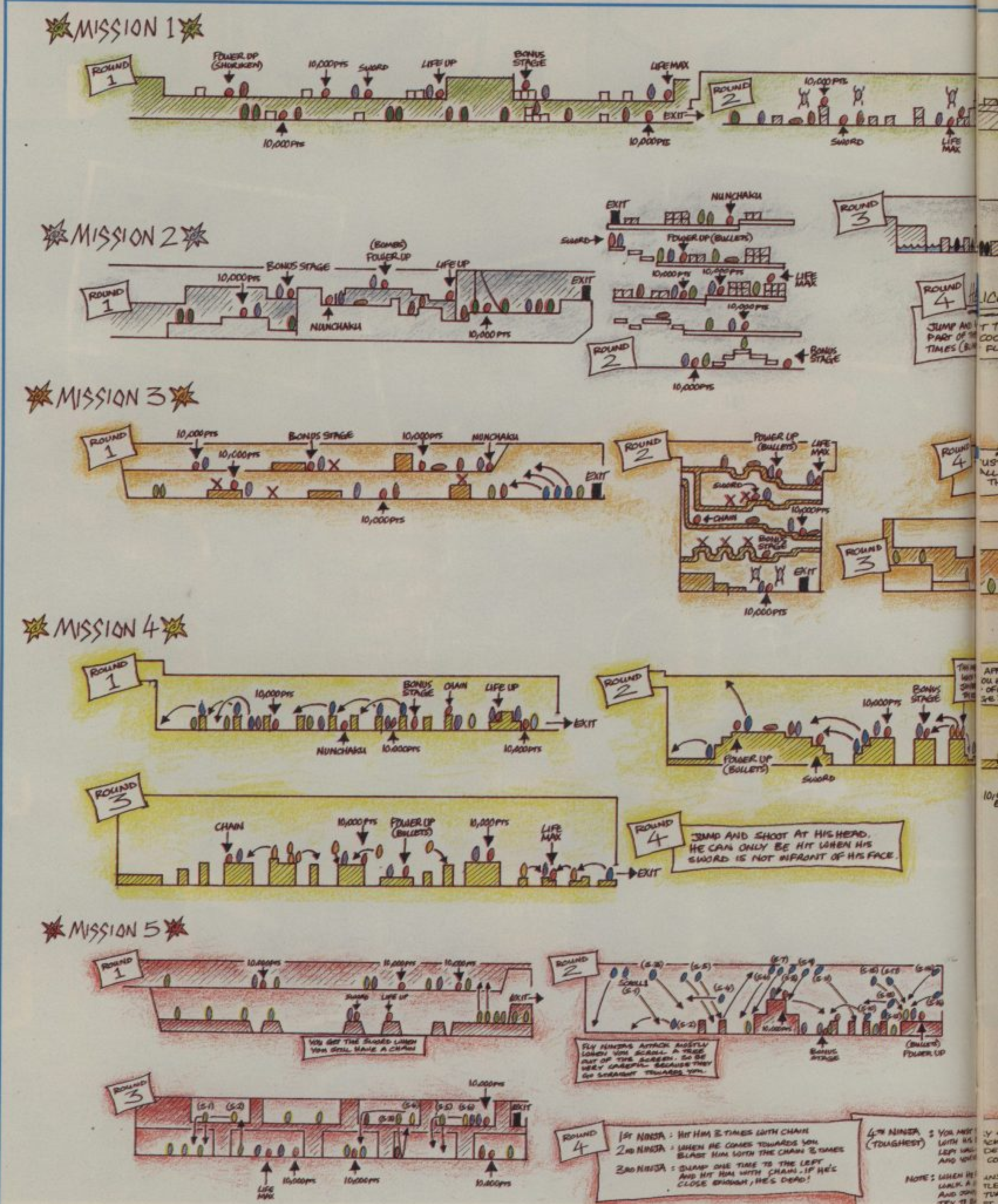


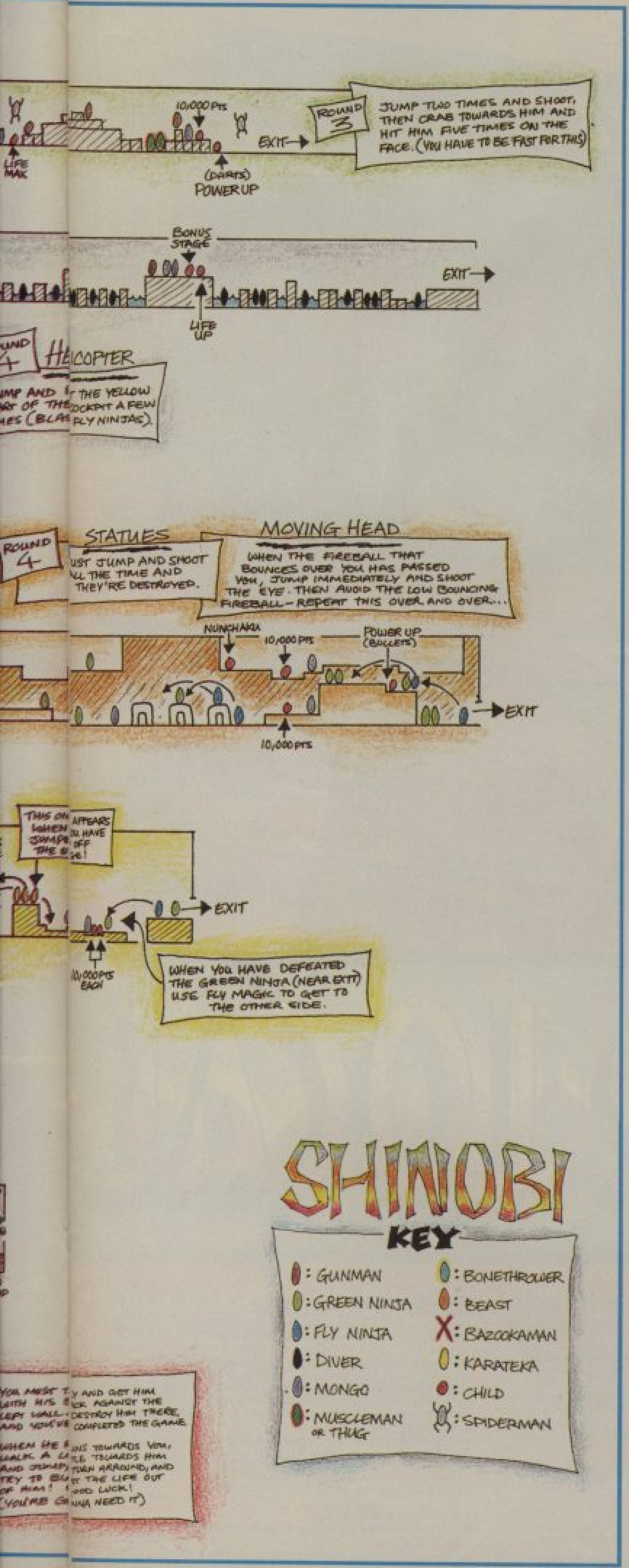
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Programmed by Teque Software Developments Ltd.


MISSION 1
ROUND 1
POWER UP (SHORIKEN)
10,000PTS
SWORD
LIFE UP
BONUS STAGE
LIFE MAX
EXIT
ROUND 2
MISSION 2
BONUS STAGE
(BOMBS) POWER UP
NUNCHAKU
EXIT
POWER UP (BULLETS)
ROUND 3
ROUND 4
JUMP AND
PART OF
TIMES
MISSION 3
CHAIN
MISSION 4
CHAIN
POWER UP (BULLETS)
JUMP AND SHOOT AT HIS HEAD. HE CAN ONLY BE HIT WHEN HIS SWORD IS NOT INFRONT OF HIS FACE.
MISSION 5
YOU GET THE SWORD WHEN YOU STILL HAVE A CHAIN
SCROLLS
FLY NINJAS ATTACK MOSTLY WHEN YOU SCROLL A TREE OUT OF THE SCREEN. SO BE VERY CAREFUL BECAUSE THEY GO STRAIGHT TOWARDS YOU.
(BULLETS) POWER UP
1ST NINJA : HIT HIM 3 TIMES WITH CHAIN
2ND NINJA : WHEN HE COMES TOWARDS YOU BLAST HIM WITH THE CHAIN 3 TIMES
3RD NINJA : JUMP ONE TIME TO THE LEFT AND HIT HIM WITH CHAIN. IF HE'S CLOSE ENOUGH, HE'S DEAD!
4TH NINJA (TOUGHEST)
NOTE :



SEGA

BLACK BELT

This useful tip was discovered by Ian Rylands of Widnes, Cheshire. When you come to the opponent in the room with the picture, trap him in the corner of the screen and duck and punch him in the stomach until his power is drained. He then jumps up and tries a flying kick. Copy him, and keep doing so until you make contact, whereupon he'll stop in mid air and you can finish him off.

POSIEDON WARS

Peter York of Bilston, W Mids has discovered the continue mode on this 3D game. When you finish a game, push the joypad down four times, right three times, up twice and left and you'll carry on from where you left off. If you want to access the sound test, push the joypad up, left twice, down thrice and right four times, and lo, up will pop the muzak screen, so you can listen 'till your heart's content.

THUNDER-BLADE

Here's a tip for advanced players, discovered by Robin Ayers of Sunnyside, Nuneaton. On level four, stay at the bottom right of the screen and avoid all the pipes and enemy tank fire. All the helicopters that fly directly down shoot you, but their bullets go straight through your chopper (fnar, fnar).

Apparently you can also get rid of the end-of-level fortress by sitting in either the top left or right hand corner — it blows up of its own accord.

WONDER-BOY

Those who still play this scrolling platform game, might be interested in the cheat mode, which was sent in by Adam Edwards of Stourbridge, W Mids. On the title screen, press button one, button two twice and keep the joypad held down. Now push the joystick up and down to select the area which you want to play.

ACTION FIGHTER

To get rid of the helicopter when driving the car, simply turn into a motorbike and back.

TRANSBOT

When you reach the first city, three devicers appear called Hiluns. If they're blasted with the D weapon, the mission switches to an underground level.

CHOPLIFTER

Now here's a whacky tip if I ever saw one. Shoot the enemy rocket base several times, and after a while Superman (for it is he) appears. Now the prisoners will run twice as fast. Good, eh?

SPACE HARRIER

Oops! What a prannet I am. I explained how to access the cheat mode for this last month, but left out an up. So grab last month's issue (if you haven't got it, tough mammaries), do what it tells you an add an extra up on the joypad. Cheers to Cavan Gallagher for notifying me about that correction.

CHECK OUT THE NAMES.

HEROES OF THE LANCE marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn. Controlling eight Companions, each with different specialised attributes and skills, guide these brave adventurers deep into the treacherous ruins of the temple XaK Tsaroth to retrieve the precious Disks of Mishakal. As you descend into the Abyss, the Companions must defeat the hordes of monstrous Draconians in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors. But your final obstacle makes these monstrosities innocuous by comparison. The platinum disks you seek are guarded by Khisanth, an ancient black dragon. And there is but one way to vanquish this mighty beast ... find the key to destroy Khisanth or you are doomed to failure.

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REVIEW

AMIGA ST SPECTRUM

SILKWORM

C+VG HIT!

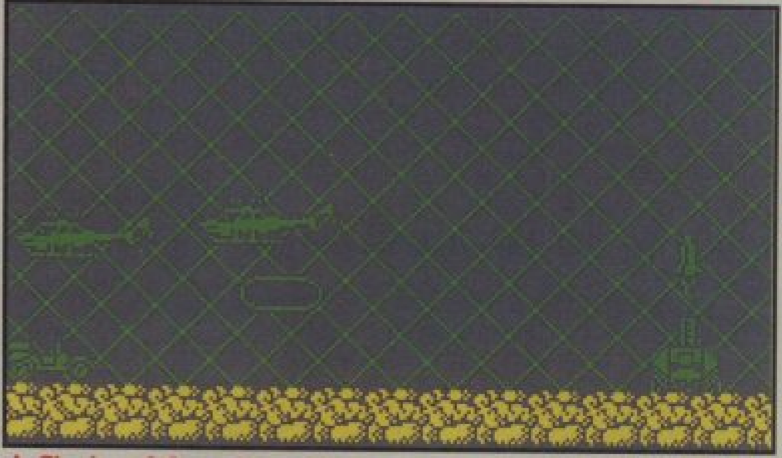
Wa-hey! It's wartime again, and as usual, you're in the thick of things, piloting your supercharged helicopter over land and scrolling sea towards the enemy's favorite nuclear reactor which you have to blow up. Luckily, you can bring a friend along, and while you tear through the sky, he chugs along the ground in a jumping jeep.

Both vehicles are armed with an unlimited supply of missiles (Silkworms?) which fire two at a time. As well as the usual forward fire, the helicopter simultaneously launches a rocket diagonally downward, and the jeep has a directable launcher in the back.

This being one of those "you against unassailable odds" sort of games, you and your jeepster chum are joined by the entire enemy air force as well as much of their armored ground forces. All sorts of weird and wonderful whirlybirds swoop about the airways launching heat-seekers at you, and on later levels jet fighters zoom at you out of a clear sky. Providing extra grief are goosecopters, which fly onto the screen piece by piece and can only be shot by dodging under the "head" and firing at the "neck". Pretty tricky when the sky is full of missiles which are locked onto your bum! If you manage to shoot the goosecopter it leaves behind an extra weapon — double firepower, speed ups, rapid fire — the usual stuff.

Meanwhile, on the ground there are tanks, missile carriers which fire eight shots simultaneously, rocket launching robots, SAM sites and underground missile silos which fires ICBMs at you. The jeep is caused particular problems by land mines, but if the helicopter shoots them, they turn into sparkly clouds providing an energy shield for whoever picks them up. Shoot the cloud or pick it up when you already have a shield and KABOOMA! — it becomes a smart bomb.

Actually, it's loud noises like this that make the Amiga version really worth playing. Shooting anything produces the kind of sound effects that induce shell shock in the dog and give flashbacks to TV Vietnam veterans. Turn up the volume and the neighbours will think you're re-filming Apocalypse Now in your bedroom.



▲ *Shades of Apocalypse Now.*



▲ *Noisy, fast and colourful blasting fun.*

Graphics are equally slick — super smooth parallax scrolling and loads of neatly detailed sprites. I mean, the jeep even leaves a cloud of dust when it jumps for goodness sake! Even when the screen is packed out with pursuing rockets there's no loss of speed or smoothness.

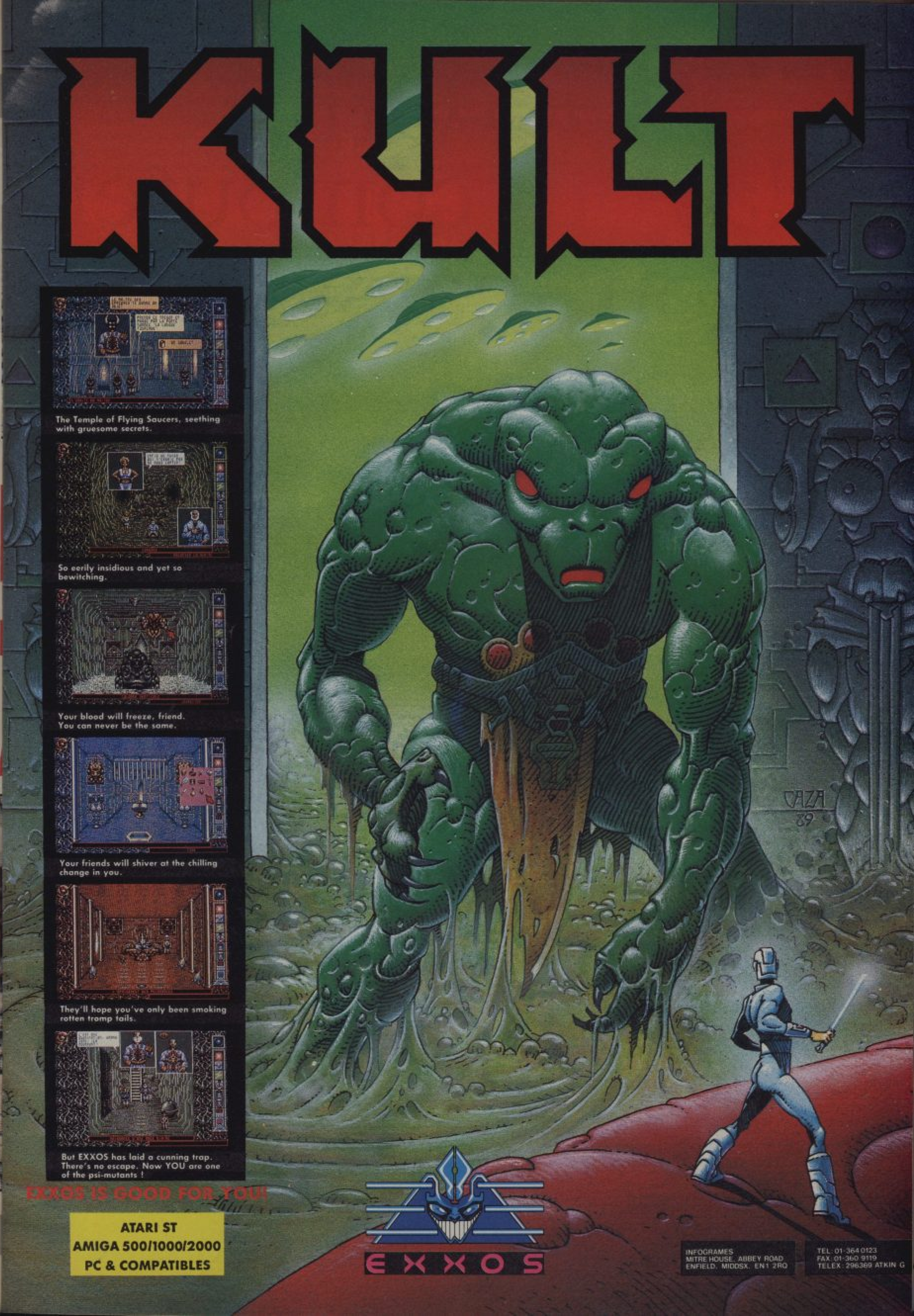
Surprisingly enough, gameplay lives up to the presentation. A three-credits system should let any experienced blaster should through the first few levels without too much trouble, but after that things get very fast and furious. You can be dodging several homing missiles at once, blasting helicopters and watching squadrons of jets taking off from the deck of an aircraft carrier in the distance. "Action-packed" is a very applicable term and if Silkworm doesn't quicken your pulse, you must be in a coma.

PAUL GLANCEY

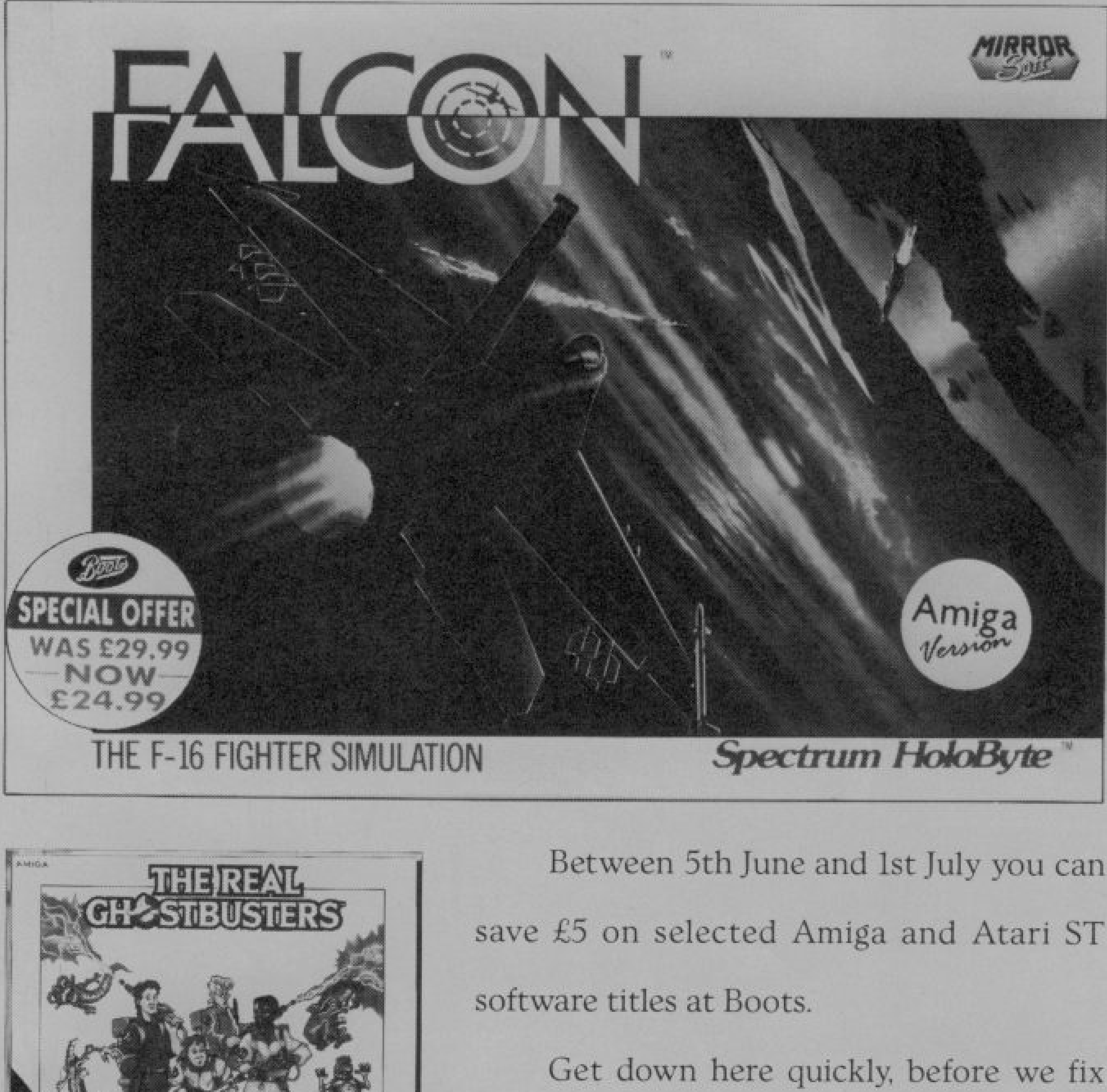
SPECTRUM	£9.99
Obviously lacks some of the visual and audio wonderments of the 16 bit versions, but the Spectrum version is nonetheless a very playable and addictive blast.	
OVERALL	**80%**

ST	£19.99
Lacks the explosive sound effects of the Amiga version, and it's not quite as smooth, but the gameplay is just as good.	
OVERALL	**84%**

AMIGA	£19.99
GRAPHICS	88%
SOUND	87%
VALUE	87%
PLAYABILITY	88%
Tremendous sound, super-smooth graphics and fiendishly addictive gameplay puts this amongst the cream of Amiga shoot 'em ups.	
OVERALL	**87%**


KULT
The Temple of Flying Saucers, seething with gruesome secrets.
So eerily insidious and yet so bewitching.
Your blood will freeze, friend. You can never be the same.
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They'll hope you've only been smoking rotten tromp tails.
But EXXOS has laid a cunning trap. There's no escape. Now YOU are one of the psi-mutants !
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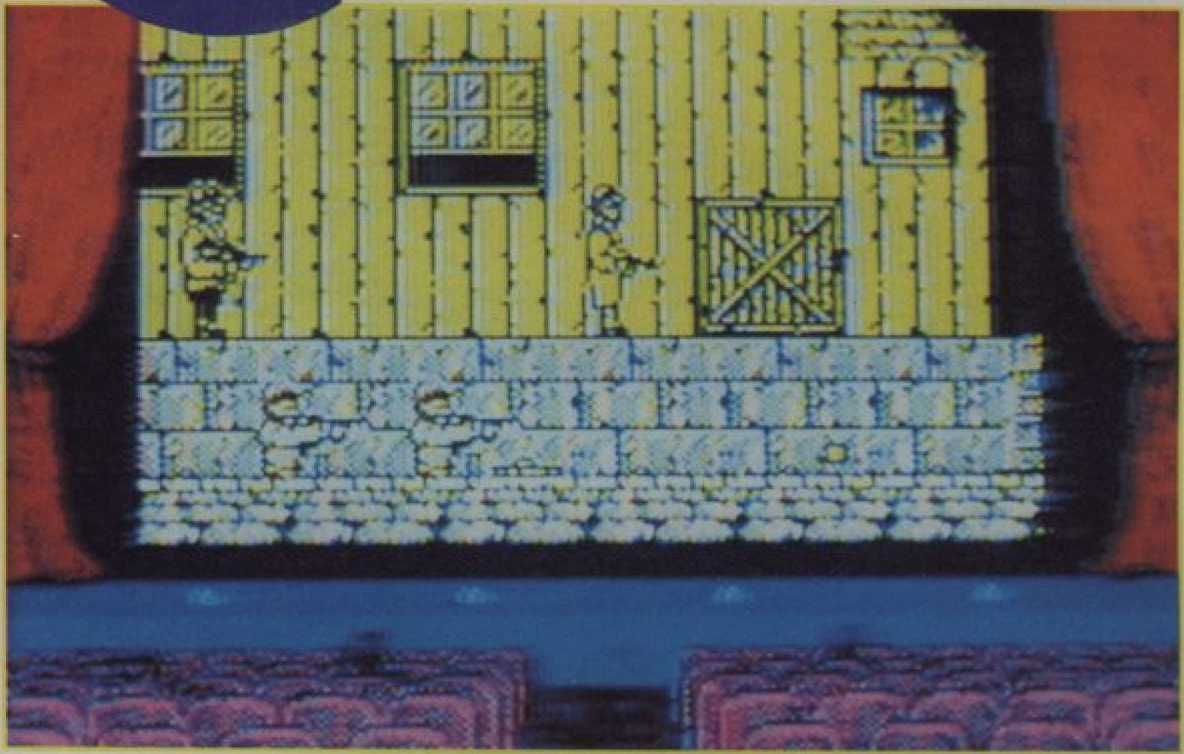
Listen to me, see. Youse boys have come down here, and you're trying to muscle in on my action. Okay guys, let 'em have it! RRRAT TAT TAT TAT TAT... Happy Valentines Day...

Yes, it's an old gangster movie, and Spanish software house Toposoft has spared nothing to bring you that authentic cinema feel. The game takes place on a movie screen in front of rows of seats; there's even a pianist at the bottom of the screen to accompany the action.

You are a detective called Elliot whose mission in life is to stop crime in the city and deal a heavy blow to the beer barons of 1930's Chicago. Or to put it another way, he strolls through



CHICAGO 30's



four levels spattering bits of mobster all over the scenery with his machine gun. That's my kind of law enforcement. You basically have to negotiate The Levels, The Port, The Suburbs, The City and the Clandestine Warehouse. (Clandestine means secret and not, as you might think, the scientist who made a big bloke with a bolt through his neck. This is a public information flash for the hard of thinking.)

In practice this is just a standard shoot 'em up, free from annoying tricky things like plot or anything like that.

This is far from being a put down of the game. It's a really good blast 'em up, and for those of us who have an itchy trigger finger it's non-stop action all the way.

So don't pack your brain when you go to play it. Leave it at home on the side, but put a tissue under it 'cos it leaves a stain on the wood.

PHIL SOUTH

AMSTRAD £9.99

Benefits from extra colour, but otherwise virtually identical to the Spectrum version.

OVERALL 71%

ST £19.99

Okay, so the graphics are much improved in this version, but the theme tune is still like having rivets put in your forehead.

OVERALL 78%

C64	£9.99
Graphics	68%
Sound	55%
Value	71%
Playability	87%

Fast and colourful — it makes a change from all those little metallic spaceships whizzing around. Highly recommended to blasting fans.

Overall 85%


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COMPUTER +video GAMES
GREMLIN
Gremlin Graphics Software Ltd., 32 Ludgate Hill,
Off St. Paul's Square, Birmingham B3 1EH. Tel: 021 236 9146

Walk with me . . . back . . . back . . . baaaaack . . . to 1983, when software houses were feverishly trying to work out another variation on the PAC MAN theme to launch at suspecting Spectrum owners. And now, this classic, if comatose, genre has been revived once again, this time for the benefit (?) of 16-bit owners.

Loriciels has hitched its game to the ultimate in twee storylines, about invading aliens infecting 99 lanscapes of the planet Skweez' land with blue sweeticide. Skweek, fluffy ball of orange heroism that he is, has to walk over the tiles which make up each scrolling continent, changing them from blue to pink. When the whole landscape is pink, it's on to the next continent, and so it goes on.

Making life difficult are the equally cuddly Skarks, who appear from the jaws of transporters and waddle after Skweek with as much menace as cuddly Skark sprites can muster. Luckily for Skweek he's armed with a zonking gun and, well, it zonks most Skarks out of existence.



Skweek heads upscreen for the magic hourglass.

SKWEEK

BY LORICIELS/US Gold



Another level pinkified on the Amstrad.

Weapon upgrades appear in the landscape from time to time, providing four-way and rapid firepower and Skark freezers. Other collectables include running shoes to speed things up, extra lives and bonus points. Certain tiles also have special functions. Ice tiles keep you slip slidin' away, short cut tiles transport you from one end of the playfield to the other, cracked tiles disappear after you walk on them and bomb tiles explode, taking eight surrounding tiles with them.

All in all, that's just about enough to save *Skweek* from being a cute little mediocrity. However, it still squats squarely in the "hmm, well, not bad, but it's not going to set the world on fire, is it?" classificaton. It's well-programmed, but the gameplay's pretty insubstantial and not the sort of stuff that's going to keep you at the joystick till the early hours.

Skweek's cutesy, colourful graphics, intrinsic jolliness and fundamentally simple gameplay suggest that it would be rather more popular with the younger gamesplayer. I suspect that more hardened joystick-jocks will find that *Skweek* is not really the sort of game that they would willingly spend £20 on. Good for softies or girlies, though.

PAUL GLANCEY

UPDATE

A PC version is on the cards, which should be well on a par with the Amiga and ST games.

AMIGA £19.99

The same gameplay as the ST version, but slightly more impressive graphics and sound. Still nothing earth-shattering, though.

OVERALL: 63%

AMSTRAD £9.99

Incredibly, even cuter sprites than on the ST and Amiga versions, but suffers from a flip-screen rather than a scrolling play area.

OVERALL: 62%

ST £19.99

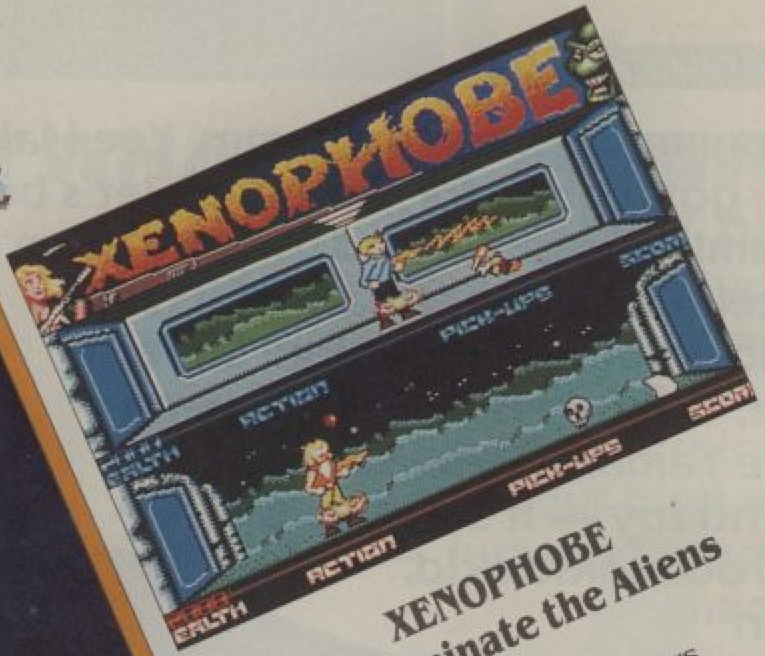
GRAPHICS:	64%
SOUND:	63%
PLAYABILITY:	66%
VALUE:	59%

A cute and cuddly sort of PAC MAN variant, but not the apex in addictive gameplay. Probably one for younger players only.

OVERALL: 62%


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EASY

Brmmmmmmmm. Brmmmmmmm. Yee Hah! Have we got a prize for you! Well, let's be fair, have Gremlin Graphics and us got a prize for you. To celebrate the release of its super groovy scrambling simulation, Super Scramble, Gremlin is giving away an awesome Yamaha DT50MX dirt bike.

This is no toy — it's a serious vroom vroom, skid skid, mountain



climbing megamachine and it's just about the best prize any magazine has ever given away, ever in the whole world. Probably. (I mean the 5 million dollar lotto may run it a close second.)

The game is closely based on the real bike performance, so whoever wins it will be able to practise their skills safely in their own homes before getting out on the road (well, hill) on the real thing. (Dozens of jokes about big throbbing things between the legs removed here.)



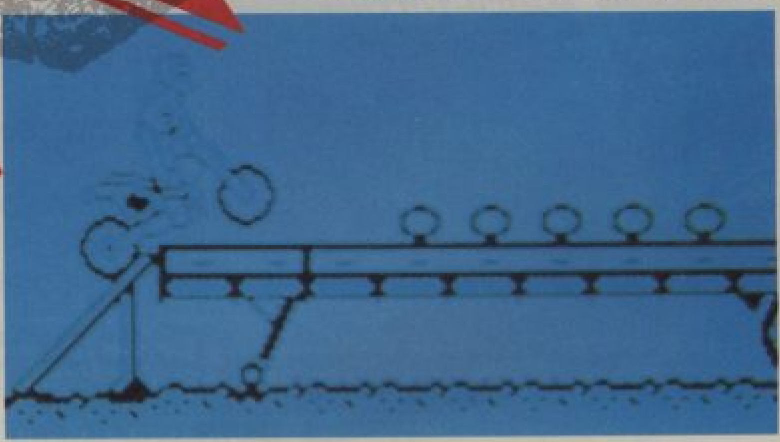
RIDIN'

BUT WHAT IF MY DRAWING IS TOTALLY NAFF?

It doesn't matter. How you create your picture is not important. It can be pen and ink, felt pens, paint — even join the dots*. Anything! We're not so worried about high art either — just loads and loads of imagination!

RUNNERS UP ETC

There are fifty runners up prizes of T-shirts and posters, so that's lots of chances to win. Get creating! Closing date for this competition is September 1st, so all you overseas readers have a chance, too!



WHAT YOU HAVE TO DO

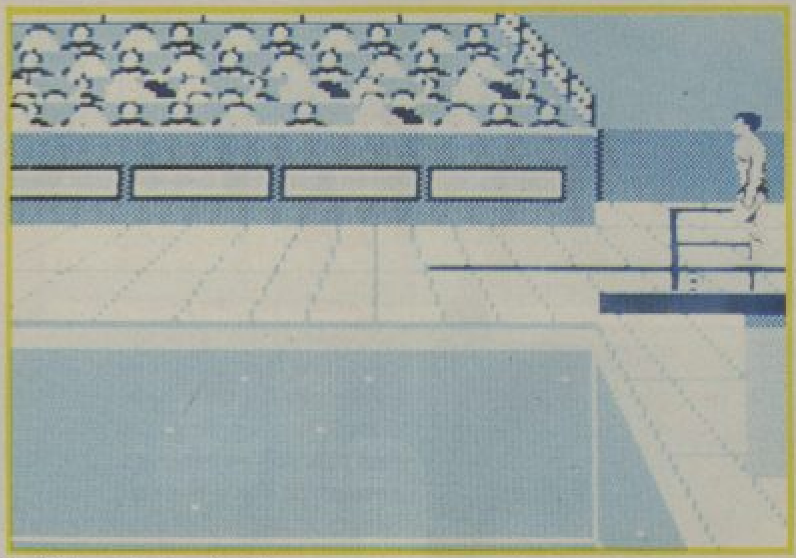
We want to know what you think the bike of the year 2000 will look like. We want you to dream your wildest dreams and put your most fantastic fantasies to paper. (About bikes, dummy.) Then fill in the coupon below. If you don't want to cut up your lovely C+VG, there are some entry forms in the software boxes as well — check them out.

FORM

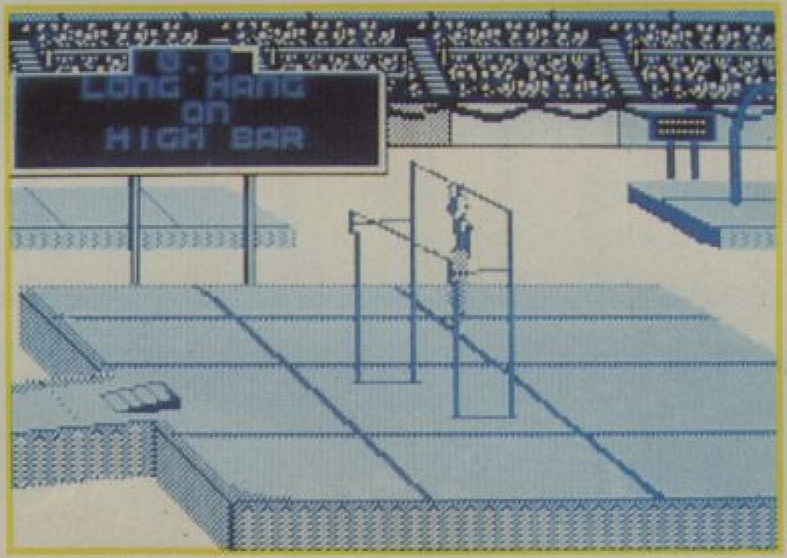
Name ....

Address..........................

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▲ Diving, Amstrad-style.



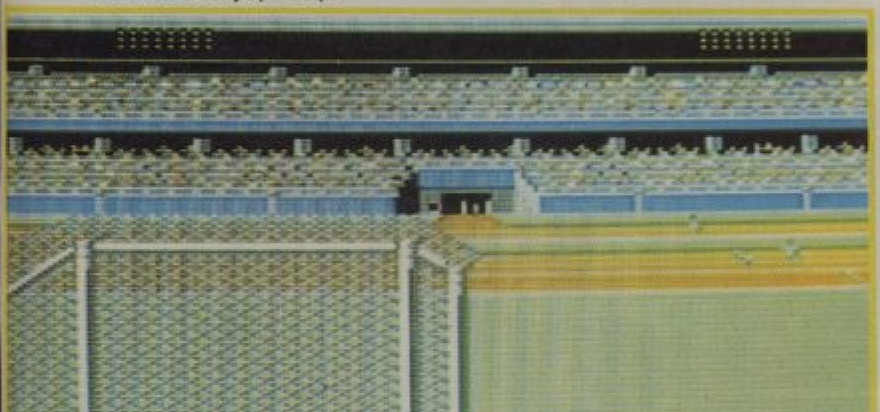
▲ Parallel bars are fun.

GAMES; SUMMER EDITION

BY EPYX/US GOLD

I've always been a fan of this kind of game, especially the Epyx variety. It's with a teeny tear of nostalgia I recall my first experiences of C64 gaming with the original Epyx multiloading sports simulations, so I had something of a soft spot waiting for this before I even opened the box.

The game follows similar lines to its illustrious ancestors, with opening ceremonies, world records, medals and all that, plus the option of competing in every event, practice all events (oddly enough no option for practicing ONE event this time!). For similar reasons, ie the lack of random access on tape, the Opening and Closing Ceremonies, and Compete In Some Events options only work on disk versions of the game, which means not on the +2 Speccy cassette that I reviewed.



▼ Make a map (wot?).



▲ Toss that hammer!

The game itself is crisp and fruity, as you'd expect, with plenty of events to sink your teeth into, and as with all Epyx sport sims the minimum of those stupid joystick waggling endurance games, with the emphasis on skill rather than just elbow grease. On the new package there is Archery, Velodrome Cycling, Diving, Hammer Throw, Hurdles, Pole Vault, Rings and Uneven Parallel Bars. Now I've seen archery, diving, cycling, hurdling and hammer throw games before, but the rings and parallel bar jobs caught me by surprise.

The presentation of the games is a little bit more 3D than usual in this type of game, and each individual event seems to be trying harder than ever to look less like a video game and more like TV coverage. The sense of being there is heightened on versions with good sound (the roar of the crowd, f'rinstance), but the Spectrum version, as usual, has all the gameplay.

PHIL SOUTH

SPECTRUM £8.99

GRAPHICS	64%
SOUND	20%
VALUE	65%
PLAYABILITY	63%

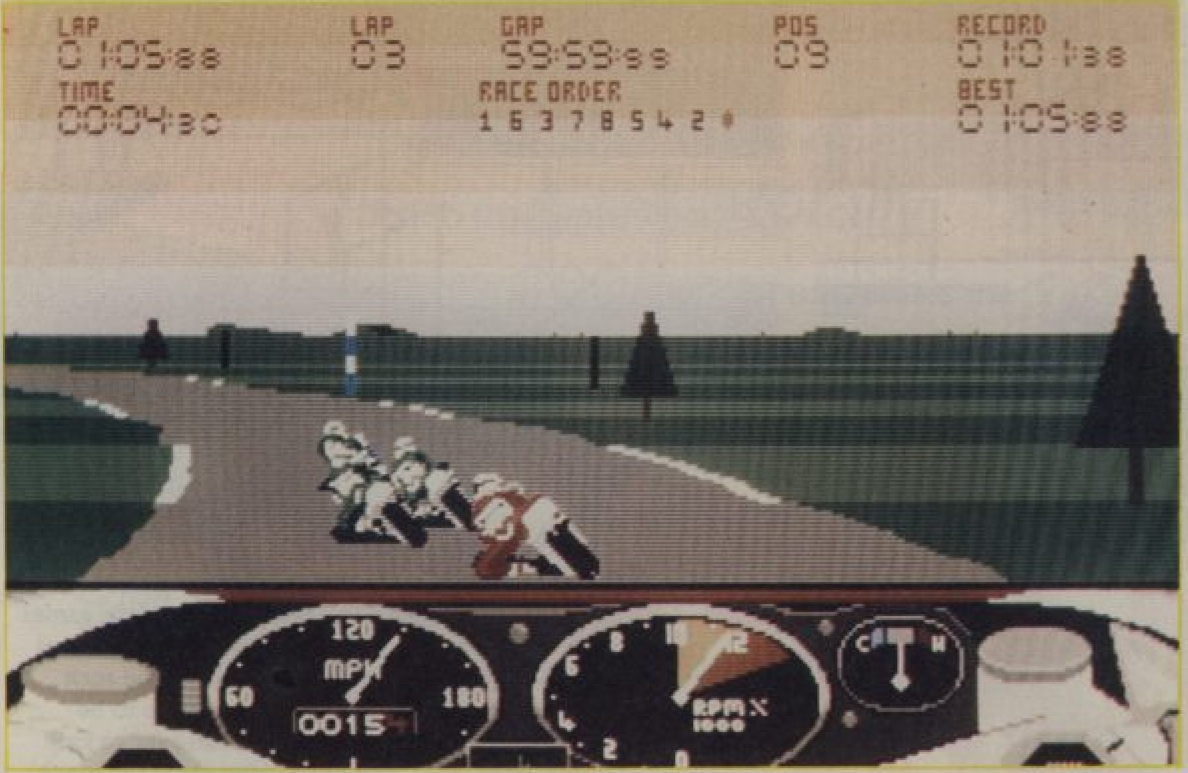
An enjoyable sports simulation that offers a fair amount of playablity. The multiload is a pain though.

OVERALL 72%

AMSTRAD £9.99

Benefits from extra colour, but otherwise virtually identical to the Spectrum version.

OVERALL 71%



A: Vroom, vroom!

HONDA RVF

BY MICROSTYLE

In 1985, Irish race ace Joey Dunlop first took delivery of a red, white and blue dream machine that was going to carry him to a series of successes in motorcycle racing's top category and, ultimately, give him the power he needed to take the world championship crown.

That machine was Honda's near legendary RVF 750 — and unless you've got the necessary £9,500 to take to the road on the production version, Microstyle's simulation is probably the only way that you'll come close to emulating Dunlop's achievements..

Before you strap on your leathers though, take time to check your pit crew's clipboard. This is basically the options menu, allowing the prospective rubber burner to set the race length, choose to practise a course, change the speedo from kilometres to miles per hour and countless other fine-tuning tasks.

And so to the race...

Kitted out in a fetching red romper suit, the player takes to the grid with eight other riders... each revving his engine to an ear-splitting pitch.

B: Ready to burn.



The lights change from red to green... and they're off, jostling for position at the first bend — but are you with them? Not if you over-revved your engine you're not! The crux of the matter here is that *RVF 750* leans heavily towards the simulation end of the market, and as such the bike behaves more or less identically to the real thing. Therefore if you build up more than 8,000 revs before taking off, you'll probably end up pulling a wheelie and losing valuable seconds.

This attention to detail prevails throughout, with most of the courses based on real-life circuits and the bike responding accurately to the conditions thrown up by them. For example, in most games of this type it's possible to take a bend at full whack and get away with it — not here though! *RVF 750* was designed with the help of the pros, so every detail (right down to which gear to negotiate any given corner in) is as accurate as possible.

And don't it feel good!

Gameplay (or simulated action — whichever you prefer) as complex as this takes quite a bit of getting used to, but when you eventually do, the results are all the more rewarding. You really feel that you've achieved something if you end up 'in the points' at the end of a race — and you can give yourself a hearty pat on the back if you manage to complete a race without losing contact with your saddle.

Different spills result in appropriate tumbles — hit a tree and you'll somersault wildly, while skidding on oil will produce a rather less exciting result — but whatever happens, your machine won't emerge unscathed.

An initial fall usually results in a loss of either the speedometer or the rev counter (the latter is more serious, as the rev counter is useful for choosing when to select a new gear), while further falls can lose gears and even write the machine off.

Making it to the very top may prove a long and lonely struggle (but not that lonely if you use the Datalink option to race against another player), but Microstyle's debut has enough depth to keep the aspiring champion interested all the way — and at least you won't end up packing as much metal as Barry Sheene.

CIARAN BRENNAN

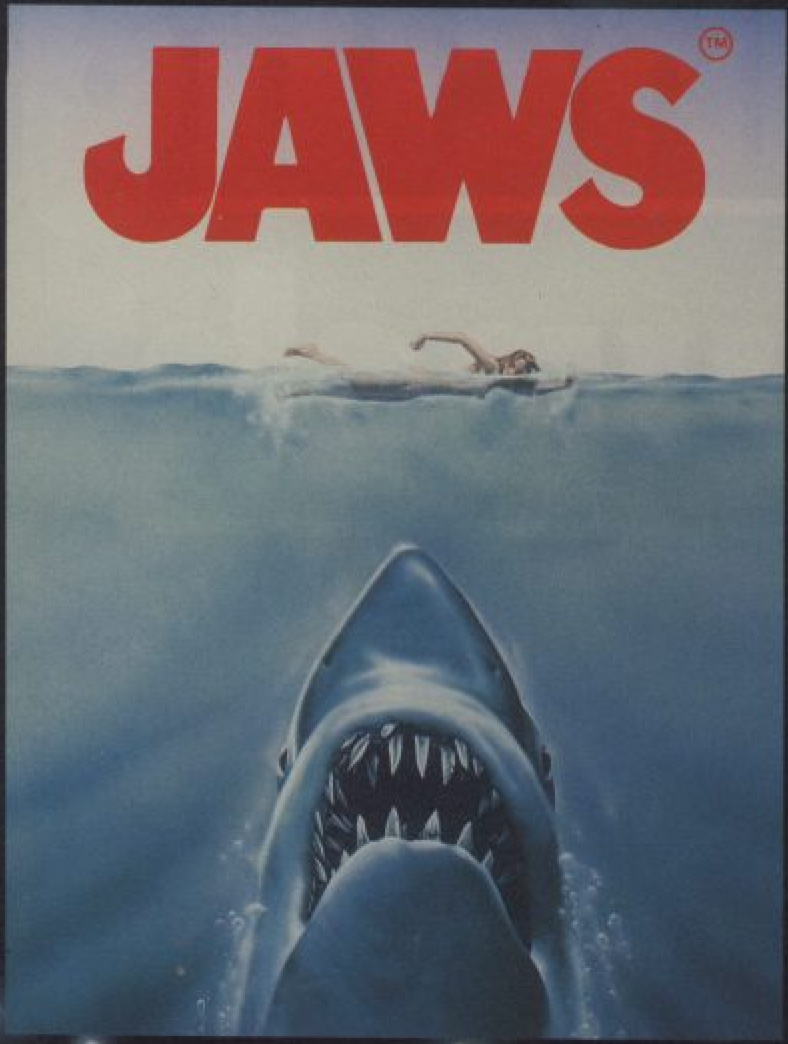
ST	£24.95
GRAPHICS	83%
SOUND	89%
VALUE	80%
PLAYABILITY	91%

A twisting, turning, screaming, gut-wrenching, metal-melting and incredibly satisfying belt around the tarmac. And the most exciting motorcycle racing game yet into the bargain!

OVERALL	80%


Announcing
the launch
of
7
SCREEN

BIG GAMES ›››



A monstrous great white shark is terrorising the beaches of Amity Island. A grim discovery confirms the worst – he's out there and he's hungry. In a bid to save the Island's falling tourist trade, Mayor Vaughn engages a professional shark killer from the mainland. Unfortunately, en route, a fierce storm wrecks his boat, and the means of JAWS' destruction is scattered throughout the caves and chasms of a menacing sea world.

In desperation, Mayor Vaughn turns to you, Police Chief Brody. With your two colleagues, Hooper, the shark expert, and Quint, the manic shark hunter, you set off to retrieve the lethal weapons from the sea bed and kill the unwelcome intruder. Unfortunately, JAWS has other ideas.

Whilst JAWS roams the clear water bringing a swift and horrible end to unwary swimmers, you must undertake hazardous deep sea dives into a world teeming with hostile life and full of unforeseen dangers. To make matters worse, Mayor Vaughn is getting impatient. As the death toll rises, the beaches, essential for the island's tourist trade, get closed. Pretty soon, you may find yourself out of a job. Can you rid Amity Island of its malevolent visitor before it's too late?

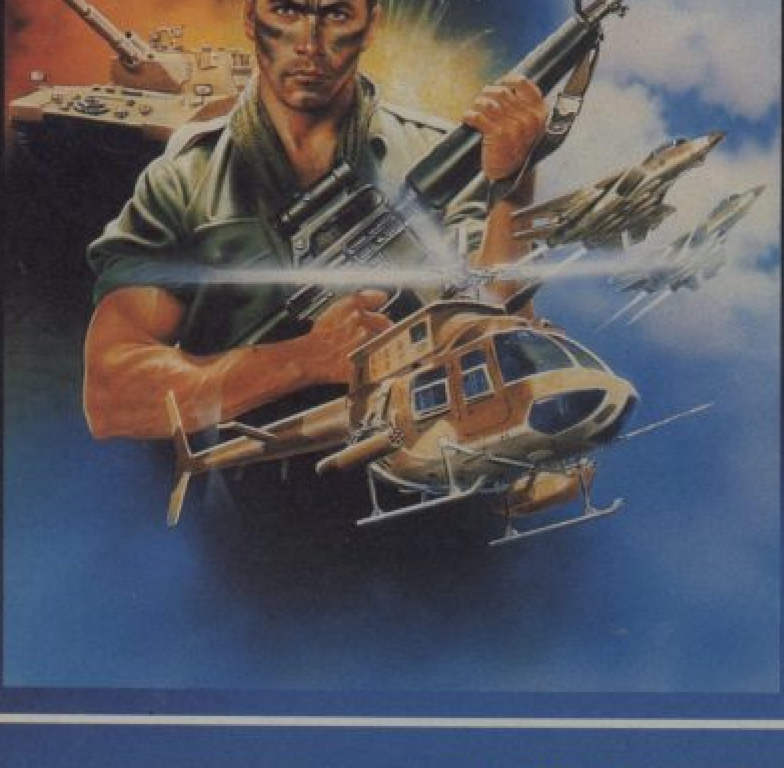
JAWS, one of the greatest box office attractions in the history of motion pictures, surfaces for the first time on a computer screen near you.

Mans' deepest fear is back.

NEW FROM SCREEN 7







Marauder. Soldier of Fortune. Hit man.
His business was death – other people's of course – and his currency was gold . . . If there was a problem – any problem – someone else's problem, STEIGAR would make it his problem – at a price. . . . No island fortress was secure. No Embassy was safe. If the gold was right – the job got done. . . . Where he came from, no-one dared ask, but STEIGAR was bound for Hell . . .

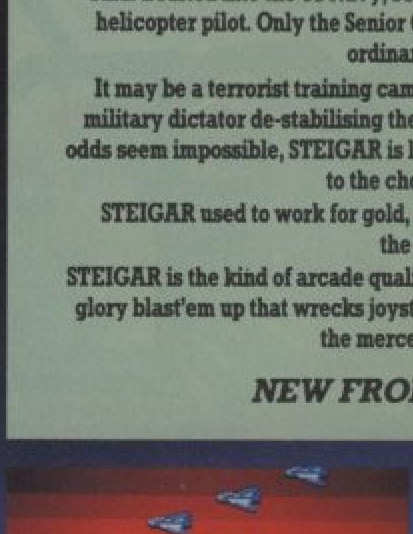
Then came capture. The interrogation . . . *"Too useful to eradicate"* the CIA said. Drafted into the US Navy, STEIGAR is trained to be a hit-and-run helicopter pilot. Only the Senior Command know that STEIGAR is no ordinary recruit.

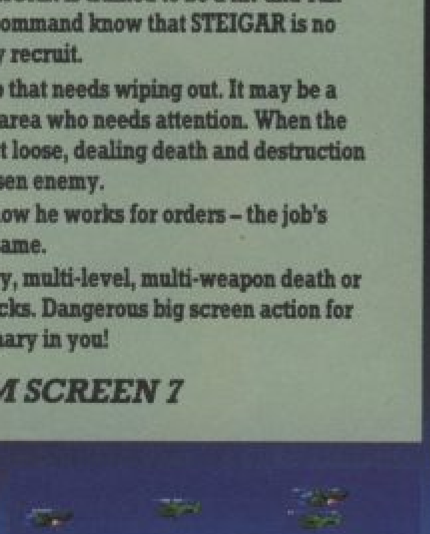
It may be a terrorist training camp that needs wiping out. It may be a military dictator de-stabilising the area who needs attention. When the odds seem impossible, STEIGAR is let loose, dealing death and destruction to the chosen enemy.

STEIGAR used to work for gold, now he works for orders – the job's the same.

STEIGAR is the kind of arcade quality, multi-level, multi-weapon death or glory blast'em up that wrecks joysticks. Dangerous big screen action for the mercenary in you!

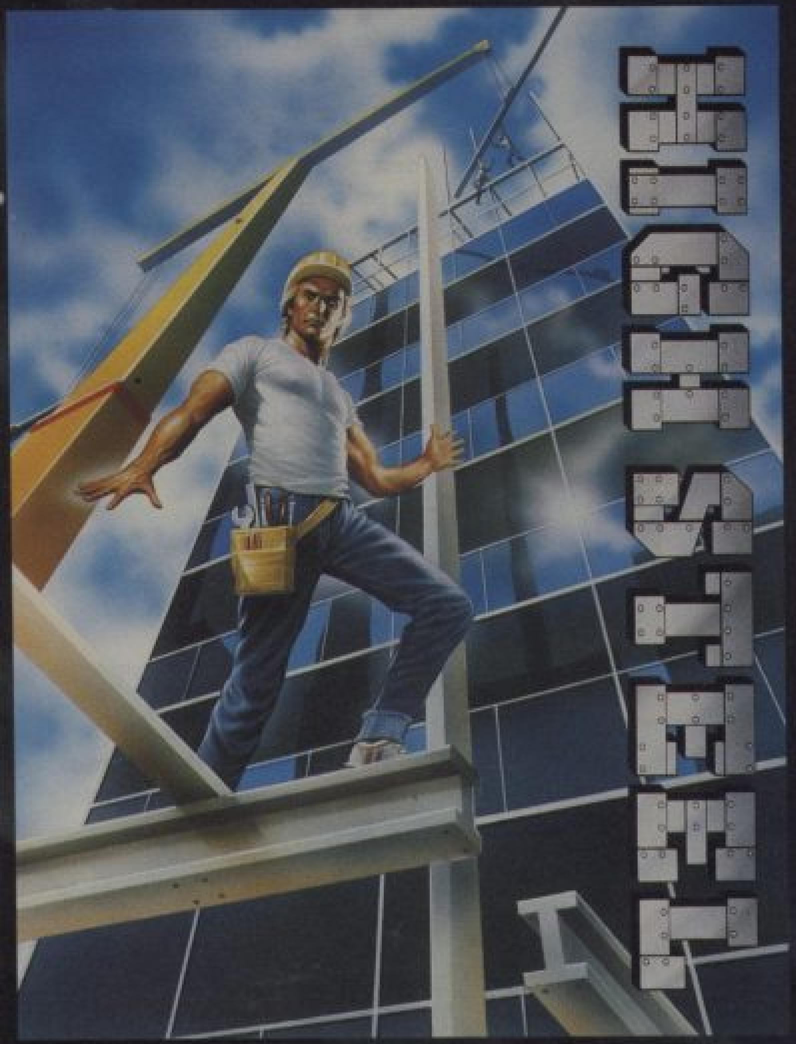
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for the small screen



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Spectrum 48/128	£9·99	—	£9·99	—	£9·99	—
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Amstrad CPC	£9·99	£14·99	£9·99	£14·99	£9·99	£14·99
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Release dates	**JUNE** Except PC(CGA/EGA) to be announced		**JULY** Except Spec/Ams to be announced		**JULY** Except CBM 64/128 to be announced	

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ARCHIPELAGOS

BY LOGOTRON

The sky is blue, the sea is calm, and you're floating one metre above the chequered, grassy surface of a tropical island. "Idyllic" isn't the word for it. "Dangerous" is.

Apart from yourself and some pretty strange species of plant, *Archipelagos* is a dead world, the original inhabitants having been eliminated by invading aliens many eons ago. The aliens have long since departed, but their weapons system is still active, and it's up to you to deactivate it.

Somewhere amongst the islands in each of the game's 9,999 archipelagos there are Obelisks holding the power which destroyed the Ancients. To eliminate the Obelisk, you first have to destroy its power sources — the boulders which are scattered throughout the archipelago.

Locating the rocks is a question of trekking over each scrolling 3D landscape by pointing and clicking on the square you want to move to. Once you've found a boulder, just click on its square and, providing the land it's on is directly connected to the land the Obelisk is on, it crumbles.





▲ *Like Sentinel only not as good.*

Although you're airborne, there are some restrictions on your movements. The major problem is that you're not allowed to move to red squares which are polluted with the blood of the Ancients and hence, deadly. Blood is shed by mobile trees which inexorably home in on you, hoping to poison the square you're on and kill you.

Fortunately, you have a limited supply of energy which can be used to disinfect squares, or create land bridges between islands, thus connecting boulders to the Obelisk.

Once all the boulders are destroyed, you have 90 seconds to get over to the Obelisk and destroy it before it destroys you. Succeed and it's on to the next archipelago, which features more islands and where there are more rocks to destroy. The higher levels feature additional hazards, such as blood eggs, which explode and pollute large areas. There are also wandering monsters which either destroy land square by square or flit around islands, waiting to bump into you so they can suck out your soul.

Now, from what I've said already you must have guessed that *Archipelagos* is the sort of strategy adventure that Firebird made popular with *The Sentinel* a few years back.

However, *Archipelagos* seems to lack that something that made *The Sentinel* the totally compulsive gaming experience it was. Some of the more advanced archipelagos are pretty vast, so even with the inclusion of a planet in the sky to indicate which direction is north doesn't always save you from losing your bearings in what can often be indistinguishable landscapes.

Still, if you're prepared to persevere, *Archipelagos* becomes fun in a relaxing sort of way, and the eerie David Whittaker music helps in this respect. One of the better distractions for 16-bit thinkers.

PAUL GLANCEY



▲ *Solid objects looks particularly impressive.*

UPDATE PC

Again, any differences should be purely cosmetic, the most notable being a choice of two different island colour schemes.

AMIGA	£24.99
Almost exactly the same as the ST version, apart from a touch more colour, slightly better music and slightly slower gameplay.	
OVERALL	**77%**

ST	£24.99
GRAPHICS	80%
SOUND	82%
PLAYABILITY	75%
VALUE	79%
A nicely polished game, with lovely graphics, atmospheric music and a very good instruction manual, but gameplay, which on occasion is a little tedious, lets the side down somewhat.	
OVERALL	**77%**

HOSTAGES

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ST ACTION December 1988
"I can find absolutely nothing to fault in HOSTAGES – it really is state-of-the-art software: it has excellent graphics and atmospheric sound, and the game itself is totally engrossing. Infogrames have taken a seemingly impossible theme, and have created a veritable masterpiece"

ATARI ST USER January 1989 Star Game
"The gameplay is totally addictive, graphics outstanding and sound effects thrilling. Definitely an exercise involving as much cerebral activity as joystick dexterity. My personal game of the month" (Jayne West)

ST AMIGA FORMAT October 1988
"HOSTAGES manages to effectively capture the edgy realism of an armed siege ... so if you're after convincing atmospheric tension and the chance to feel the sharp end of law enforcement you'll find HOSTAGES quite a liberating experience"

THE ONE October 1988
"...slick graphics and on-screen presentation ... HOSTAGES is a well-polished program. Gameplay, too, is involved and compelling ... should prove a satisfying challenge for quite some time"

ACE December 1988
"Fun to play and will have you on the edge of your seat..."

THE GAMES MACHINE December 1988
"The action in HOSTAGES really gets the adrenalin going. Graphics and sound are used effectively to create a gripping atmosphere"

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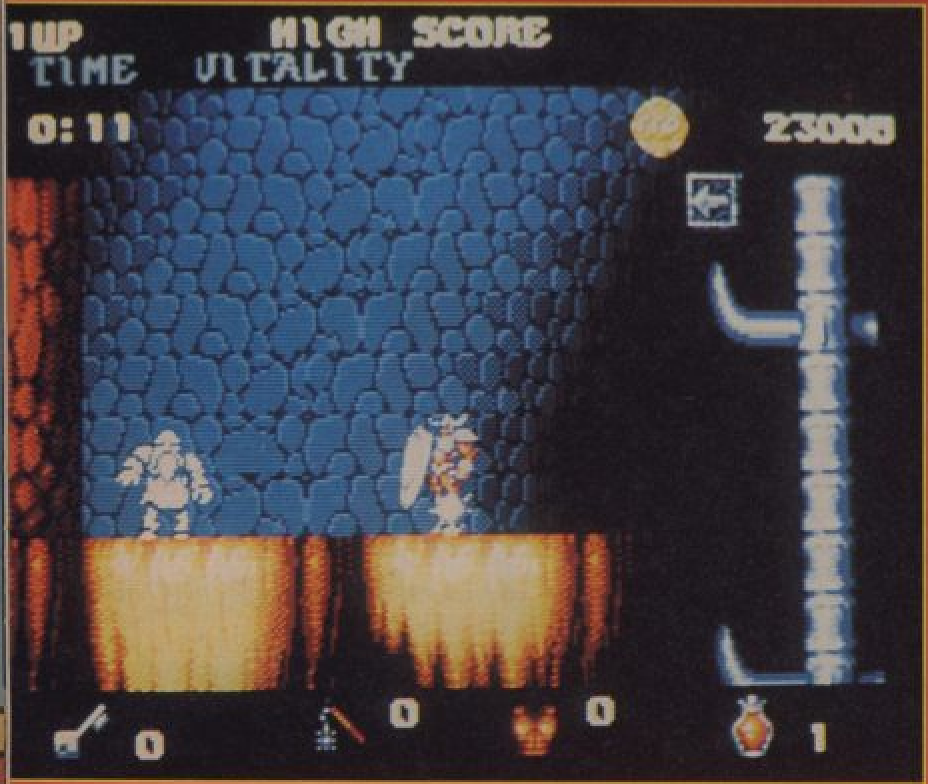
At the start of the mission, Black Tiger is kitted out with a bog-standard acme skull-mashing mace and lightweight body armour.



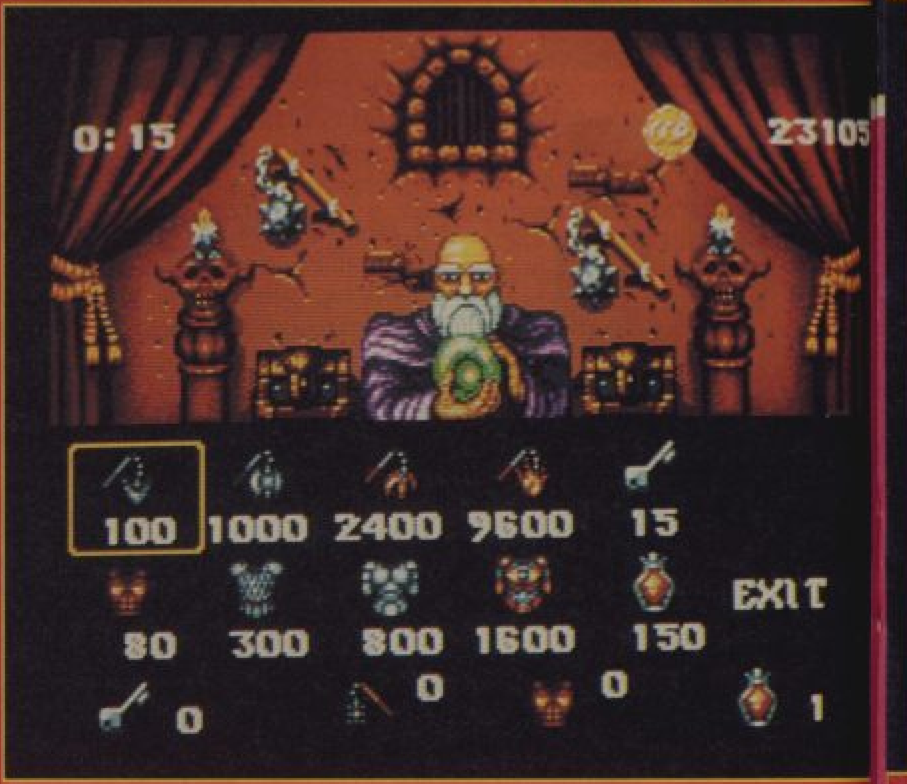
It doesn't take long before Black is forced to leap over bottomless pits by jumping from pillar to pillar. Take care here, as one slip spells doom.

BLACK TIG

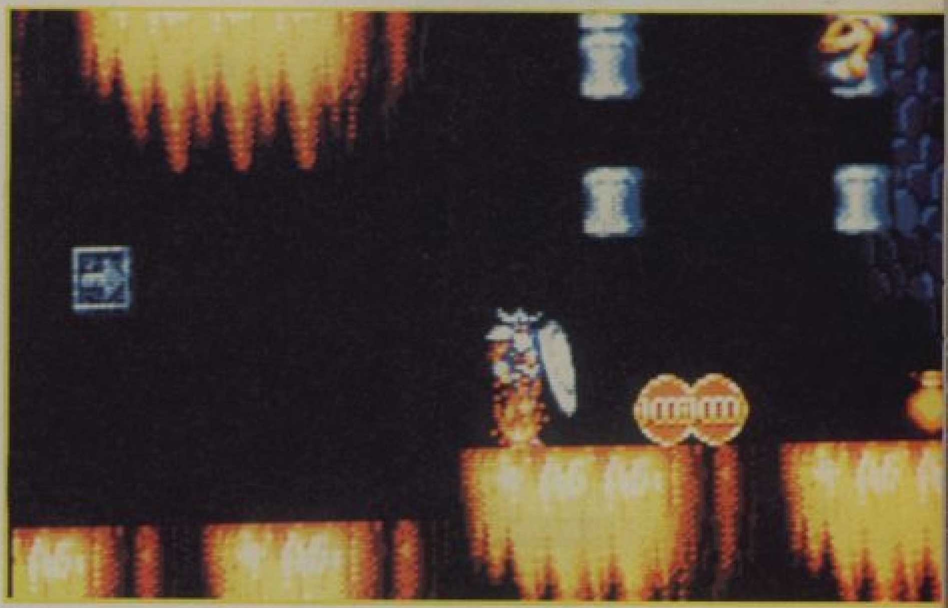
BY US GOLD



Aha! Black spies a wizard. One touch is enough to free him from his stony curse, and for his pains, the wizard awards the hero with some Zenny cash. . .



Which can be used in the shops found around the landscape. There are plenty of goodies to buy — that firey mace is well worth saving up for.



Capcom's Black Tiger appeared in the arcades almost 18 months ago, and while it was never recognised as a "big" coin-op, it still managed to attract a small cult following.

US Gold secured the rights to convert the machine in their big £1.2 million ten-game Capcom deal that was signed nearly two years ago, but only now has the game seen the light of day.

If you haven't seen it in the arcades, Black Tiger is a Ghosts 'n' Goblins-type platform game in which the player takes the role of the eponymous hero.

The scene is set with an introduction screen which explains that a long time ago three giant dragons came from afar to plunge the world into an age of devastation and misery. Only one man is capable of destroying these evil creatures

GER

— and he is, you've guessed it, Black Tiger. So off he trogs to rescue the whole of civilization and be back in time to watch Neighbours. . .

What this basically involves is travelling across the multidirectionally scrolling landscape, taking swipes at the hordes of evil dragon minions which infest the play area with your trusty mace and beating seven shades out of the monsters that loom over the exits of each level.

Each level has to be completed within a time limit — failure to do so results in the loss of a life. Lives are similarly lost if Black Tiger repeatedly runs into a baddie and depletes his life-energy bar, or falls off a platform onto spikes (there's plenty of opportunity to do this, so look before you leap).

When enemy marauders, pots and treasure chests are mashed with your mace, they drop Zenny coins which are picked up when run over and automatically added to Black's cash total. These can be used in shops which are found littered around the landscape to buy extra goodies, which include three-way throwing knives, different levels of mace, up to the mean 'n' nifty firey mace which decimates everything it touches, various grades of armour and extra energy.

Wizards are also found at set locations around the map. These poor devils have been turned to stone by the dragons, but Black Tiger can break the spell simply by touching them — good eh? And for his pains, a rescued Wizard offers help in the form of information, extra time, money or even weapons! So it's well worth scouting around for them.

I've played Black Tiger quite a few times in the arcades, and enjoyed the experience. The ST version is great, and has very faithful arcade "feel". The gameplay is tough and challenging, but addictive with it. A little cartography (that's map-making to you, matey) certainly doesn't go amiss, as some of the routes are pretty convoluted, and the Wizards are tucked away in the furthest corners of each level.

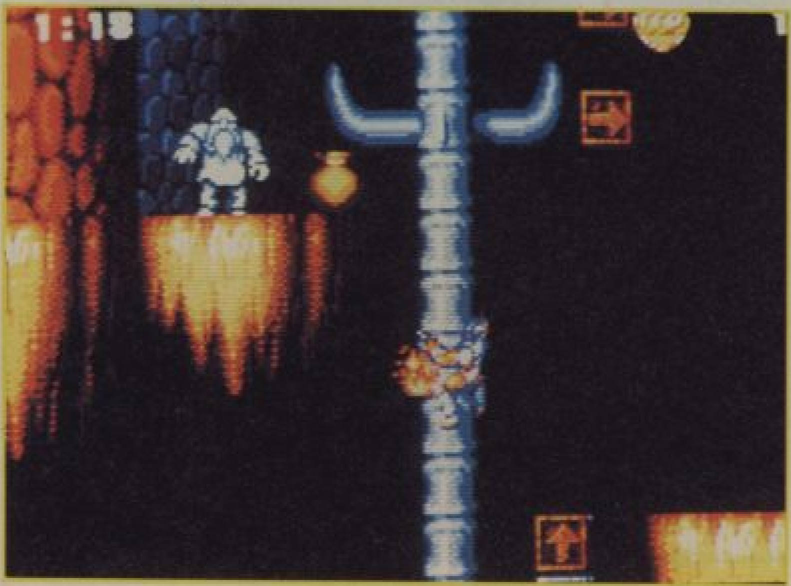
The graphics are almost identical to the coin-op, with dark, atmospheric smooth scrolling backdrops and nicely detailed sprites. My favourites are the explosions and fires, which are particularly well animated.

Black Tiger is released on all formats in September — so you've got plenty of time to save your pennies for this brilliant arcade conversion.

JULIAN RIGNALL



C+VG HIT!



UPDATE

The Amiga version will be graphically similar to the ST version, but has slightly smoother scrolling, better sound and higher sprite definition.

Spectrum, Amstrad and Commodore versions will, we're promised, have all the playability of the 16 bit games, but have the usual graphical restrictions — you should know the score by now.

ST	£19.99
GRAPHICS	88%
SOUND	79%
VALUE	80%
PLAYABILITY	87%

An excellent conversion of the cult arcade machine which has a brilliant mix of platform and shooting action. One for the collection.

OVERALL 86%

Spherical

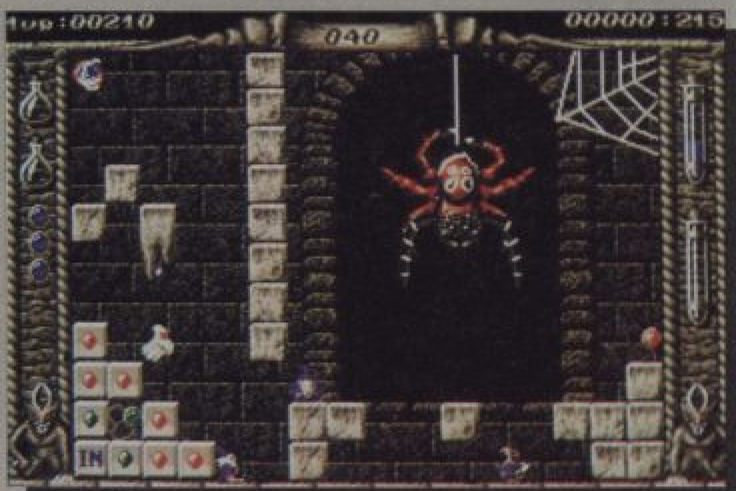




Screenshot ATARI ST



Screenshot ATARI ST



Screenshot ATARI ST

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The editor of POWER PLAY awarded Spherical 84 points and classification "Highly Recommended".



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THE C+VG CHARTS

AMIGA TOP 20

1	(1)	Falcon	Mirrorsoft	93%
2	(-)	Populous	EA	94%
3	(-)	R-Type	Activision	83%
4	(3)	Super Hang-On	Activision	91%
5	(19)	Kristal	Prism	79%
6	(5)	RAC Rally	Database	83%
7	(2)	TV Sports Football	Mirrorsoft	93%
8	(13)	War in Middle Earth	Melbourne Hs	86%
9	(8)	Gauntlet II	US Gold	90%
10	(4)	Sword of Sodan	Gainstar	85%
11	(9)	Operation Wolf	Ocean	91%
12	(6)	Denaris	US Gold	85%
13	(-)	Pacland	Grandslam	82%
14	(-)	Space Harrier	Elite	82%
15	(10)	Elite	Firebird	82%
16	(-)	Steve Davis Snooker	CDS	72%
17	(-)	Precious Metal	Ocean	81%
18	(17)	Galdregon's Domain	Pandora	80%
19	(-)	Run the Gauntlet	Ocean	82%
20	(-)	Crazy Cars II	Titus	71%

Falcon is still roosting on its lofty perch, but *Populous* blisters into the number two slot and looks destined for numero uno. *R-Type* is also sitting pretty (released at long last) — it'll certainly give *Populous* a run for its money. Potential high climbers are *Run the Gauntlet, Pacland* and *Space Harrier II* — watch out for them next month.

JULIAN'S TIPS

BLOOD MONEY: Great two-player blasting destined for the big time.
LORDS OF THE RISING SUN: Cinemaware's classic oriental game should nip into the top 20.
FORGOTTEN WORLDS: Surely the best Amiga blaster to date. Watch it hit the top.
VOYAGER: This filled-3D tank game should rumble up the charts.

OUTSIDE BET

BIO CHALLENGE: Weird and wonderful — could be a hit! Certainly deserves to be.

ATARI ST TOP 20

1	(-)	Populous	EA	94%
2	(4)	F-16 Combat Pilot	Digital Integ'n	79%
3	(11)	War in Middle Earth	Melbourne Hs	86%
4	(1)	Falcon	Mirrorsoft	93%
5	(9)	RAC Rally	Database	83%
6	(2)	Barbarian II	Palace	96%
7	(3)	FOFT	Gremlin	44%
8	(16)	Crazy Cars II	Titus	59%
9	(6)	Galdregon's Domain	Pandora	80%
10	(-)	Steve Davis Snooker	CDS	72%
11	(17)	Pacland	Grandslam	76%
12	(-)	Kick off	Anco	84%
13	(13)	Operation Wolf	Ocean	91%
14	(-)	Run the Gauntlet	Ocean	82%
15	(-)	Precious Metal	Ocean	81%
16	(12)	Zak Mckraken	US Gold	81%
17	(5)	Ballistix	Psyclapse	66%
18	(-)	Kenny Dalglish S'c'r	Cognito	72%
19	(-)	Vindicators	Domark	87%
20	(7)	Double Dragon	Melbourne Hs	54%

Populous takes the number one position by divine right, while *F-16 Combat Pilot* leapfrogs *Falcon* to become the top gun flight simulation. Further down there are plenty of new entries, the most promising climbers being the brilliant *Kick Off, Run the Gauntlet* and *Vindicators* — watch them hack up the charts in the next four weeks.

JULIAN'S TIPS

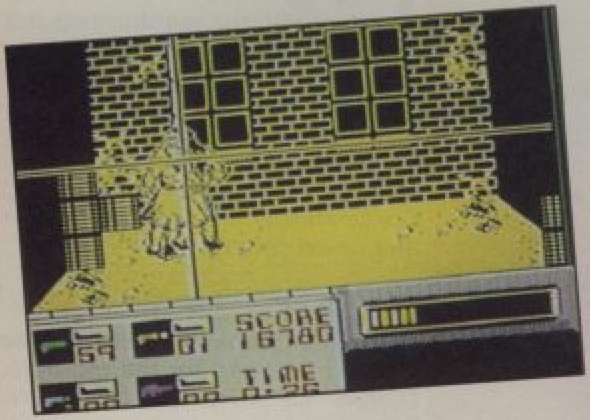
BLOOD MONEY: This excellent shooter will blast into the top 20.
FORGOTTEN WORLDS: This'll go up the charts faster than . . . well, something very fast indeed.
VOYAGER: Watch this tank up to the top.
TIME SCANNER: Activision's arcade pinball game should roll up the charts.

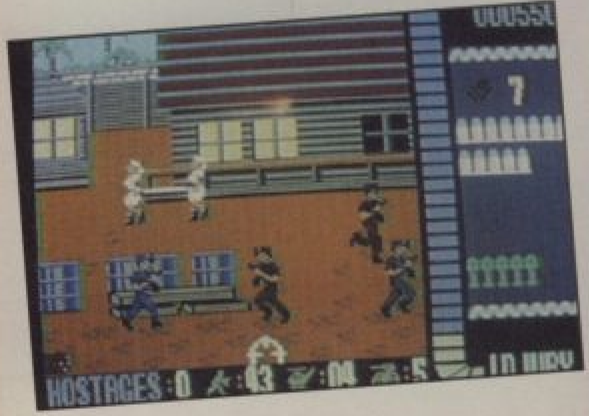
OUTSIDE BET

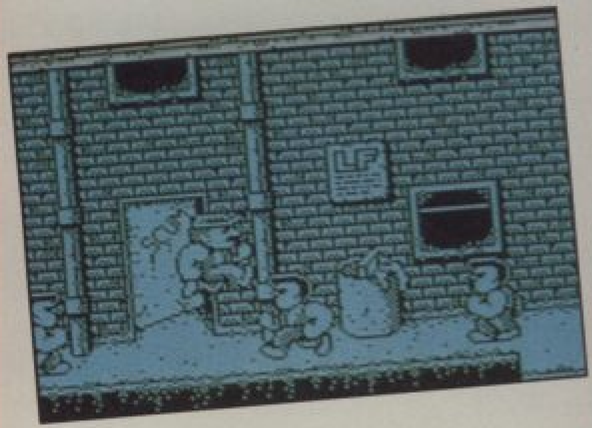
BIO CHALLENGE: This Palace import should make an impact on the charts.

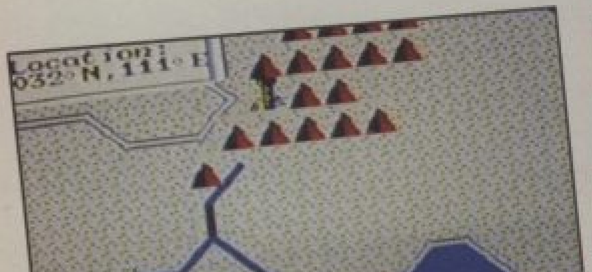
HOW THE CHARTS ARE CREATED
Every month Gallup contacts, on behalf of C&VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. Hope you agree.

ALL FORMA









			COMPA
1	(1)	ROBOCOP	OCEAN
2	(2)	TREASURE ISLAND DIZZY	CODE M
3	(16)	TURBO ESPIRIT	ENCOR
4	(3)	DRAGON NINJA	OCEAN
5	(4)	OPERATION WOLF	OCEAN
6	(7)	JOE BLADE II	PLAYER
7	(14)	GHOSTBUSTERS	MASTE
8	(-)	TWIN TURBO V8	CODE M
9	(6)	EMLYN HUGHES SOCCER	AUDIO
10	(12)	WAR IN MIDDLE EARTH	MELBO
11	(5)	WEC LE MANS	IMAGI
12	(-)	RUN THE GAUNTLET	OCEAN
13	(-)	SHANGHAI WARRIORS	PLAYER
14	(-)	SPY HUNTER	KIXX
15	(13)	SUPER CYCLE	KIXX
16	(8)	IN CROWD	OCEAN
17	(10)	SAS COMBAT	CODE M
18	(-)	FUN SCHOOL II	DATABA
19	(-)	FOOTBALL MANAGER II	ADDICT
20	(9)	AFTERBURNER	ACTIVI

Ocean once again features heavily in the top five, with three of their Christmas biggies still firmly entrenched. Which games will remove them? Well, *Twin Turbo V8* has blistered straight into the number eight position, *Ghostbusters* is stonking its way up the charts, *Run the Gauntlet* is looking

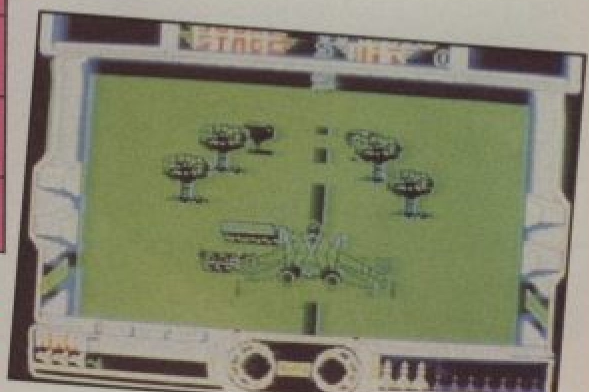
ATS TOP 20

OMPANY					
OCEAN	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
NCORE	●	●	●	—	—
OCEAN	●	●	●	—	—
OCEAN	●	●	●	●	●
LAYERS	●	●	●	—	—
ASTERTRONIC	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
UDIOGENIC	●	●	—	—	—
ELBOURNE HS	●	●	●	●	●
MAGINE	●	●	●	—	—
OCEAN	●	●	●	●	●
LAYERS	●	●	●	●	●
IXX	●	●	●	—	—
IXX	●	●	●	—	—
OCEAN	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
ATABASE	●	●	●	—	—
DDICTIVE	●	●	●	●	●
CTIVISION	●	●	●	●	●









good, and that perennial classic, *Spy Hunter*, has sneaked into the number 14 slot. And, of course, there are a lot of strong releases coming out in the next four weeks. One thing's for sure — there's going to be some serious chart battles over the summer.

C64 TOP 20

1	(1)	Robocop	Ocean	81%
2	(3)	Emlyn Hughes' Soccer	Audiogenic	94%
3	(2)	Dragon Ninja	Ocean	83%
4	(-)	Turbo Esprit	Encore	46%
5	(-)	League Challenge	Atlantis	78%
6	(8)	Super Cycle	Kixx	87%
7	(5)	World Games	Kixx	97%
8	(4)	In Crowd	Ocean	94%
9	(13)	Werewolf	Mastertronic	78%
10	(-)	ADV Pinball Sim	Code Masters	55%
11	(-)	Ace II	Cascade	79%
12	(-)	The Double	Alternative	44%
13	(6)	Wec Le Mans	Imagine	41%
14	(-)	Football Manager II	Addictive	80%
15	(-)	Joe Blade II	Players	81%
16	(-)	Gun Boat	Alternative	64%
17	(10)	Operation Wolf	Ocean	92%
18	(-)	Ghostbusters	Mastertronic	85%
19	(-)	Shanghai Warriors	Players	61%
20	(9)	Afterburner	Activision	68%

Bor-ring! The top three games are exactly the same as last month, with only *Emlyn Hughes* and *Dragon Ninja* exchanging positions. Beneath them it's budget city, with only the In-Crowd compilation breaking up a run of eight cheapies! Coo! The Christmas smashes are sinking swiftly, leaving the charts wide open for the new entries to climb next month.

JULIAN'S TIPS

FORGOTTEN WORLDS: A brilliant blaster destined for the top slot. Check out last months' review..
VIGILANTE: Loads of fightin' and fumpin' — a sure-fire winner.
TETRIS: A superior budget re-release. Watch it climb and climb.
RUN THE GAUNTLET: This addictive sports game is bound to chart.

OUTSIDE BET

STORMLORD: Platforms and blasting — a very chartworthy combination.

SPECTRUM TOP 20

1	(1)	Treasure Island Dizzy	Code Master	75%
2	(2)	Robocop	Ocean	95%
3	(-)	Cup Football	D&H Games	81%
4	(-)	Turbo Esprit	Encore	89%
5	(3)	Emlyn Hughes' Soccer	Audiogenic	93%
6	(-)	Soccer Star	D&H Games	84%
7	(8)	Street Gang	Players	78%
8	(-)	Renegade III	Ocean	84%
9	(-)	Shanghai Warriors	Players	79%
10	(10)	Joe Blade II	Players	80%
11	(6)	Operation Wolf	Ocean	91%
12	(-)	Ghostbusters	Mastertronic	61%
13	(20)	In Crowd	Ocean	94%
14	(7)	Dragon Ninja	Ocean	81%
15	(-)	Twin Turbo V8	Code Masters	68%
16	(12)	Knightmare	Mastertronic	69%
17	(17)	Double Dragon	Melbourne Hs	56%
18	(4)	SAS Combat	Code Masters	79%
19	(5)	Wec Le Mans	Imagine	83%
20	(-)	BMX Sim II	Code Masters	80%

Generally, a nice healthy chart with loads of new entries. *Treasure Island Dizzy* still dominates at the top slot, and *Robocop* once again has to be satisfied with second place. Football games are well to the fore, with no less than three soccer games in the top ten! *Renegade III* storms into the charts as predicted last month, while the Christmas biggies have at last started to slip slowly down.

JULIAN'S TIPS

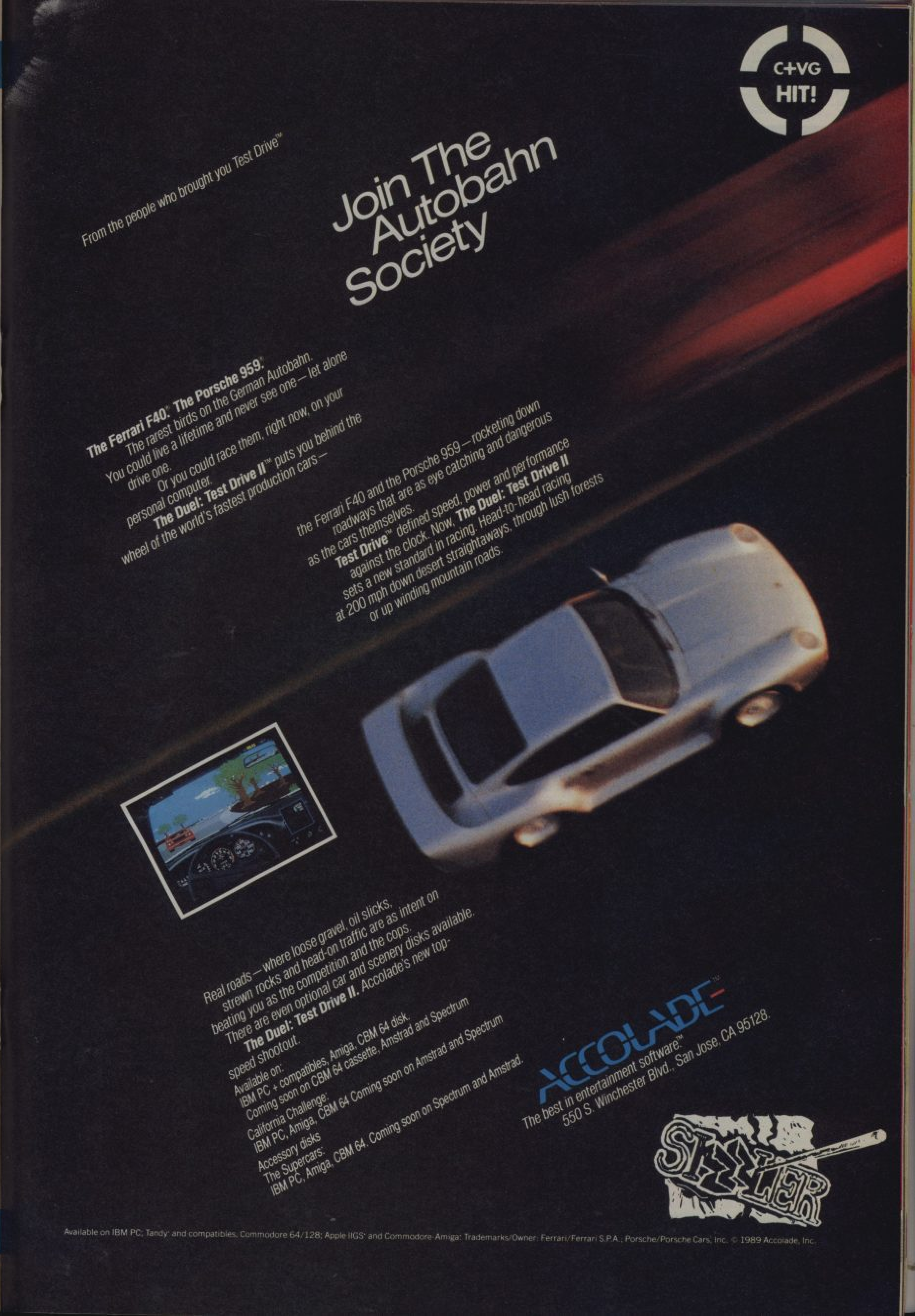
VIGILANTE: US Gold's beat 'em up will fight its way up the charts.
GAMES: SUMMER EDITION: The sheer strength of the games series is bound to hurl this into the top 20.
FORGOTTEN WORLDS: A great conversion that'll blast into the charts.
RUN THE GAUNTLET: A veritable chart stormer if I ever saw one.

OUTSIDE BET

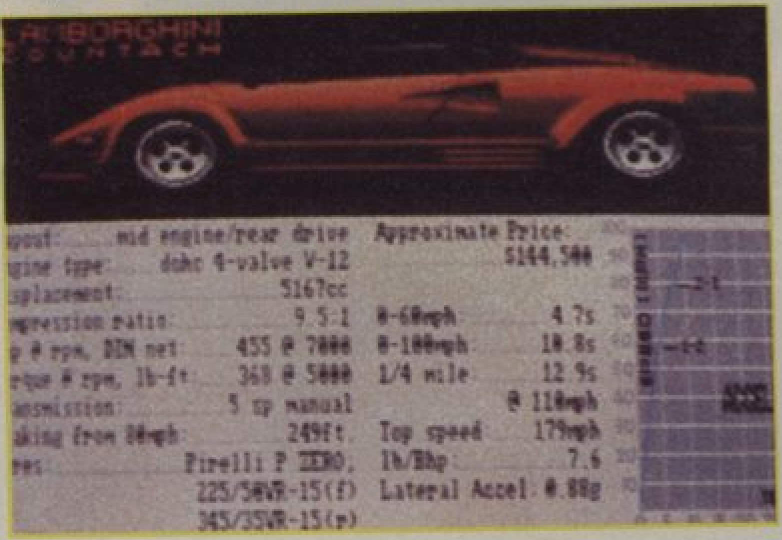
STORMLORD: It'll stonk up the charts.

C+VG STAFF CURRENT GAME OBSESSIONS

GRAHAM TAYLOR: GHOULS 'N' GHOSTS, R-TYPE, SUPER MARIO BROS II
JULIAN RIGNALL: SUPER MARIO BROS II, WINNING RUN (ARCADES), TWIN HELI, GAME BOY.
PAUL GLANCEY: SUPER MARIO BROS II, TWN HELI, GAME BOY.

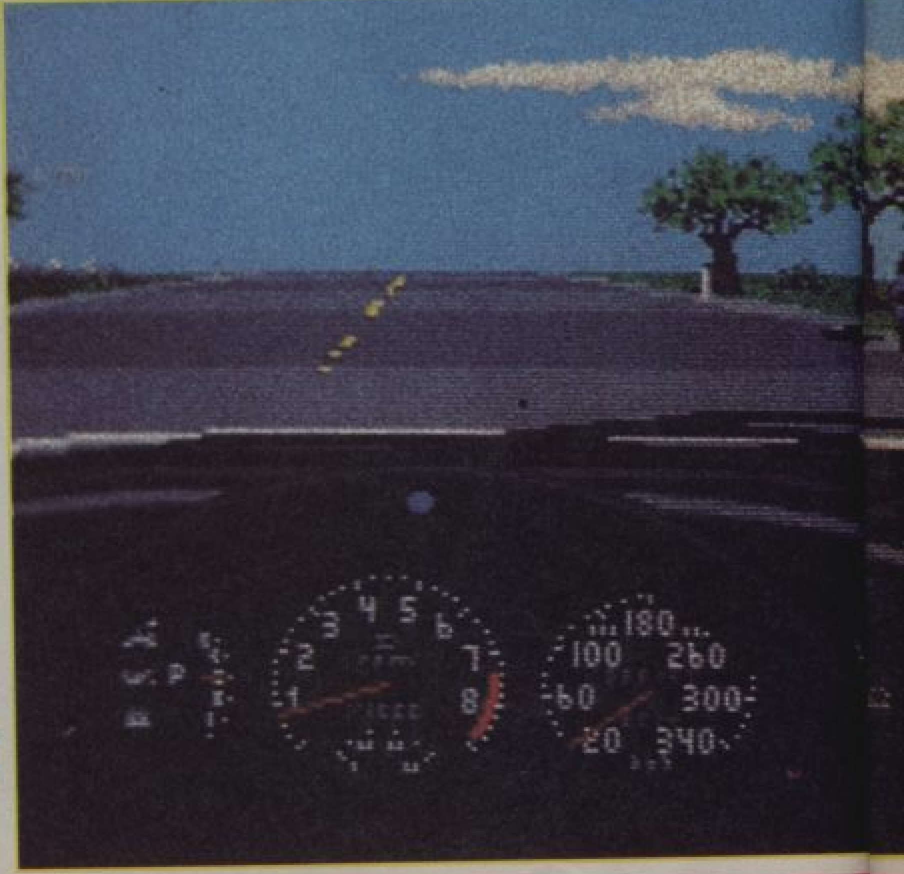


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TEST DRI

BY ACCOLADE



Remember *Test Drive*? It's the sports car racing game with fabulous graphics, a great front-end, and no gameplay.

The Duel retains the brilliant front-end graphics of *Test Drive*, but adds an extra bucketful of gameplay which puts it way out ahead of its predecessor.

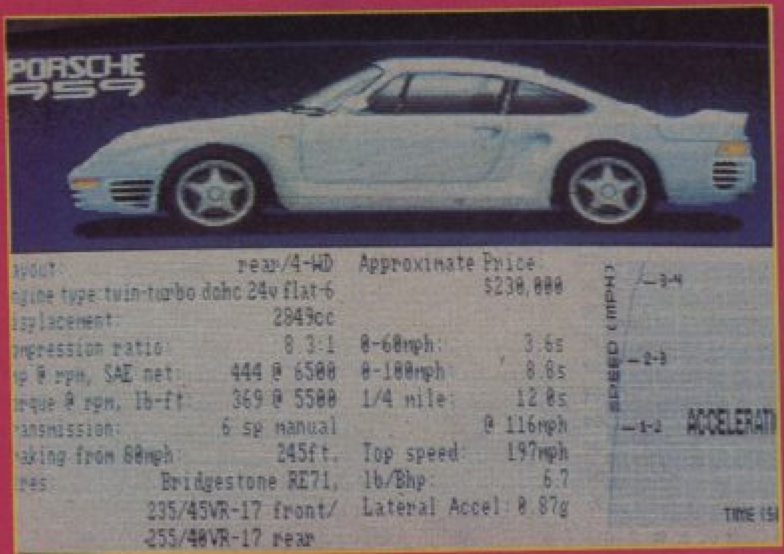
So, pull on your driving gloves and choose your marque; the sleek Ferrari F40, or the powerful Porsche 959.

Decide to race against the clock, or another car. Set your skill level, which decides whether you use automatic or manual gear shift, and how fast the opposing car, cop cars and innocent bystanders move.

The screen display is similar to that of *Test Drive* — an accurate depiction of your car's control panel, showing radar detector, speedo and rev counter. There's an option to display of the gear shift lever at the right; and a rearview mirror above it. In front of you is the open road, ready to be torn up.

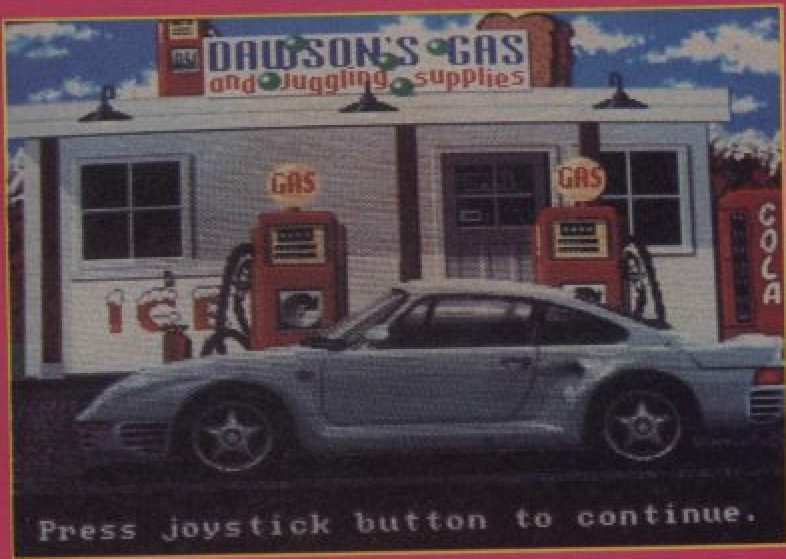
Pushing the joystick forward accelerates and you use the fire button to shift gear. Watch the landscape fall away behind you as the miles pile on the clock — and just as you begin to relax and enjoy yourself, the trouble starts.

If you're racing another car, the first thing to happen is the sucker appearing in your rear-view mirror, zooming past you and leaving you eating dust. Shift up to sixth gear and take him on, weaving from side to side as you look for an opportunity to overake. Remember that Americans drive on the right-hand side of the road, and



PORSCHE 959

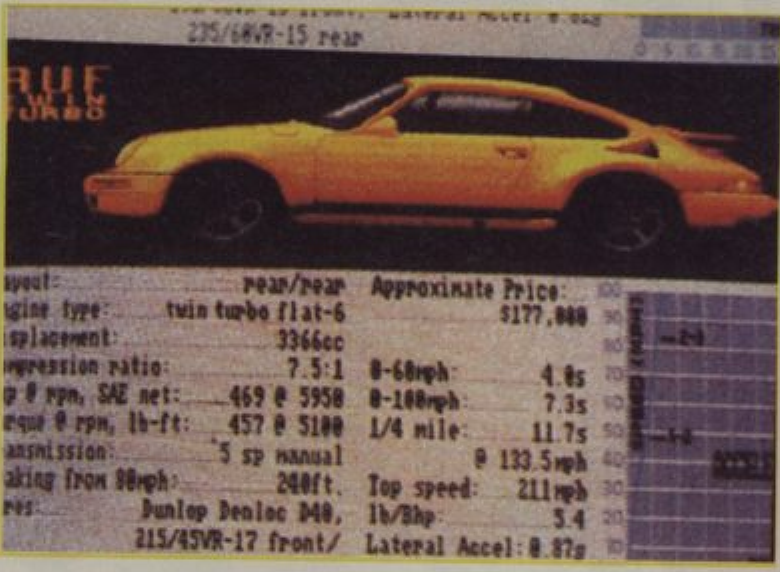
Can you handle $200,000 worth of automative engineering? With an acceleration of 0-60 in 3.6 seconds, you should be able to overtake the Ferrari — that's if you can catch up with him in the first place.



FERRARI F40

With the top speed of 201 MPH, you should be able to outrun the Porsche on the strights. Trouble is, the further you get into the course, the more difficult it gets to find any straights.

RIVE II





that colliding with an oncoming truck does more than scratch your expensive paint-job . . .

Crash or collect a speeding ticket, and you lose one of your five lives. Hit the back of a cop car, and you're OUT — it's possible to outrun them, but you have to be good. Run out of fuel, and it's all over — make sure you pull in at gas stations when the signs appear at the side of the road. Here you'll get some precious juice, and a summary of should take some driving lessons? . . ."), you need to improve you performance.

Now, despite the twelve skill levels, huge amount of detailed scenery and sundry dangers such as plunging cliffs, hair-pin bends and narrow tunnels, you might get tired of *The Duel*. However, salvation is at hand in the form of an optional Scenery Disk (£11.95) which lets you load landscapes stretching all the way from California to Mexico. There's also a Cars Disk (also £11.95) giving you the opportunity to race a Lotus, Ferrari, Lamborghini, Corvette and others.

The Duel: Test Drive II can only really be recommended to two types of people — those who bought *Test Drive*, and those who didn't. Everyone.

your performance so far. It's not difficult to put your name on the high-score table on the easy levels, but if all you get in insults from the computer ("Maybe you

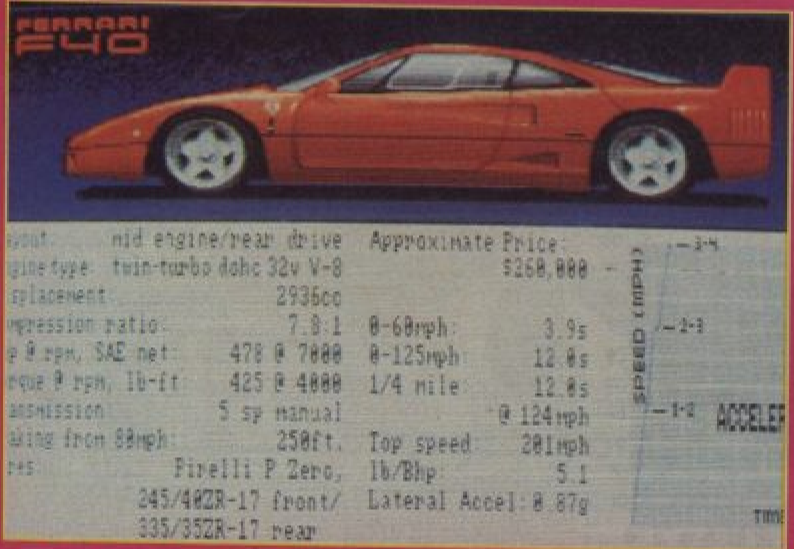
JOHN RENWICK

ST

An ST version is planned, and apart from slight graphic and sound differences, will be very similar to the Amiga version. No news on 8 bit at the moment — we'll keep you posted.

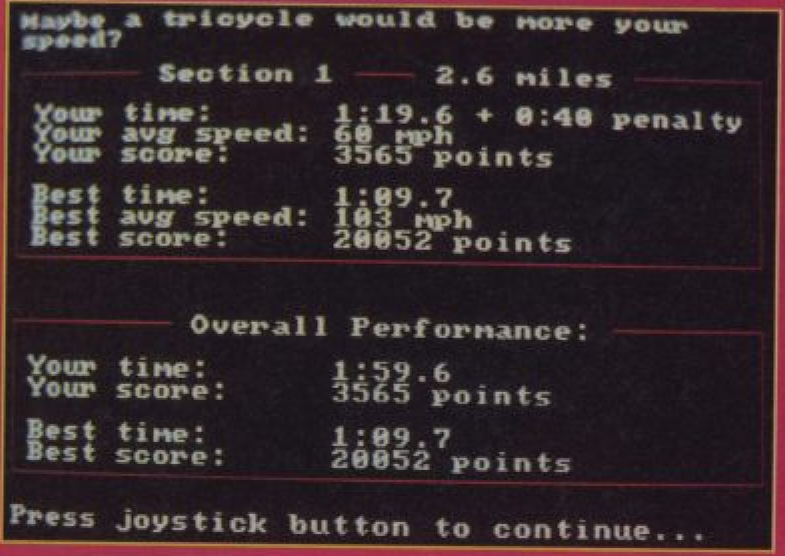
PC	£19.95
The PC version is available now and has all the major game features, with the inevitable comprises on sound and four-colour graphics.	
OVERALL	**85%**

AMIGA	£19.95
GRAPHICS	90%
SOUND	89%
VALUE	90%
PLAYABILITY	92%
This is the one you've been waiting for; all the pretty colours and flash of Test Drive, with a real game added to it. Whether you're a sports car fantastic or not this is the racing game to catch.	
OVERALL	**90%**



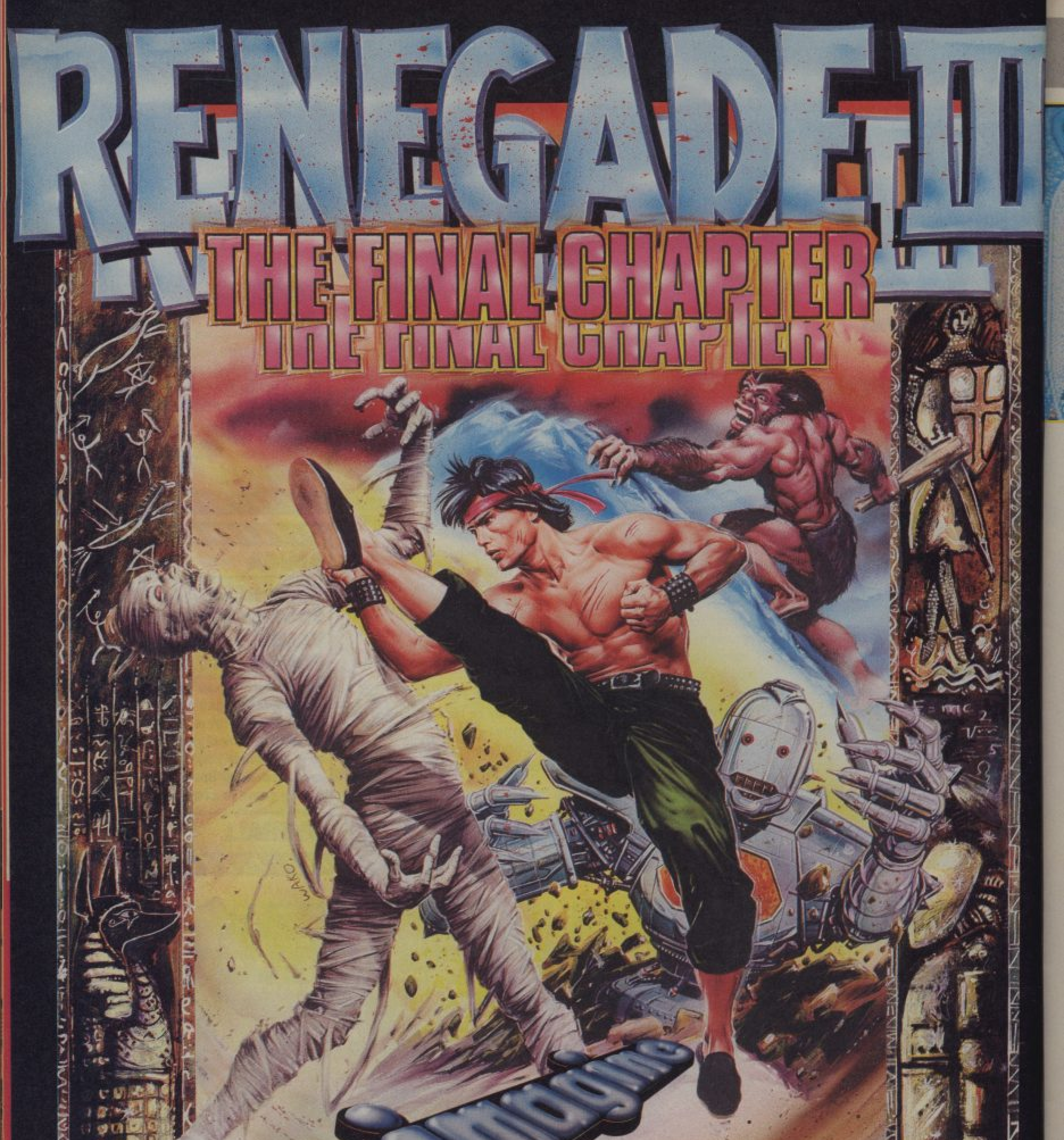
STOPPING FOR GAS

When you see the gas station sign, start to slow down. If you overshoot the turn-off, or fail to come to a dead halt in the lay-by, you probably won't make it through to the next stop.

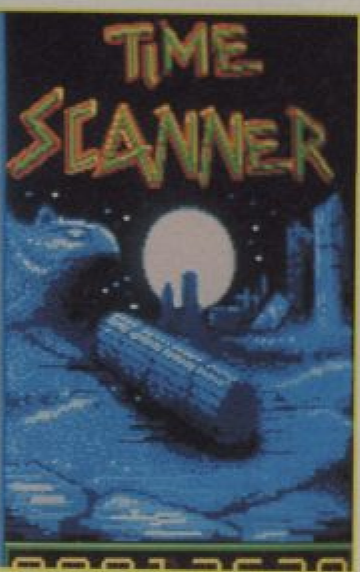


VERN'S PLACE

Now's the time to assess your performance. How many crashes? What's your average speed? Did you win this stage? Are you in the lead overall? It is back to driving school for you, or could you give Emerson Fittipaldi lessons?


RENEGADE III
THE FINAL CHAPTER
imagine
...the name of the game





TIME SCANNER

BY ACTIVISION

During my recent introduction to the world of pinball (courtesy of Mr Rignall and certain Brighton arcades), I was dragged away from Williams' *Cyclone* to this Sega coin-op which puts three fully-featured flip-screen pintables on a video screen. As well as simulating left and right flipper controls, *Time Scanner* has a plate which you can grab and wobble at frantic moments to jostle the "table". Basically, it all amounts to being the closest you can get to Pinball without having ball bearings and dodgy flippers.

Most of the arcade game's features have been brought across to the ST conversion in spirit but, further to these, Activision has added a *Breakout*-style game which appears as a final bonus table.

The ball starts in the usual spring loaded launcher, which repeatedly pulls itself back until you hit a flipper key. Time the launch right, though, because the harder you hit the ball the more bonus points you get, with a full-strength spang netting 50,000 points. Each half of the table has its own set of flippers, usually grouped in pairs and hidden in crannies in the tables are the Time Tunnels which carry the ball between tables.

The first table you see is Volcano, which, as well as the usual bumpers, rollovers, bonus lane changes and drop targets, features two chutes leading from a volcano at the bottom of the screen. Knock the ball up one of the chutes and the virtual Vesuvius erupts, lighting a letter in the word VOLCANO.

Saqqara is the name of the second table, which is vaguely similar to Volcano, except it's done out in sky blue with a pavement effect, and has a ball capture hole. If you should knock a ball into the hole it appears in a tube in the bottom half of the screen and you get to reshoot. If enough balls get captured, out they all shoot at once, bringing multi-ball fun to your flippers.

The remaining table is called Ruins because it's a rather nice stony Egyptian affair, in which you have to light the letters in the word MYSTERY.

While you're moving between tables, the last table settings are always stored. So, if you're just about to hit the final bonus letter when the ball unexpectedly trundles down the Time Tunnel, don't fret, as things will be just as you left them when you return to that table.

All in all, *Time Scanner* is a fairly decent translation of the coin-op, although it is lacking in a few departments.

PAUL GLANCEY

UPDATE

Eight-bit versions are due out in June, and they should all feature the same basic gameplay of the 16-bit games.







ST	£19.99
GRAPHICS	80%
SOUND	74%
PLAYABILITY	70%
VALUE	69%

Not a bad conversion of the cult video pinballer, but nigglesome flaws and a lack of addictive gameplay let Time Scanner down.

OVERALL	71%

AMIGA	£24.99

Similar to the ST version in the main, apart from slightly better sound, but it's hardly worth the extra fiver.

OVERALL	70%

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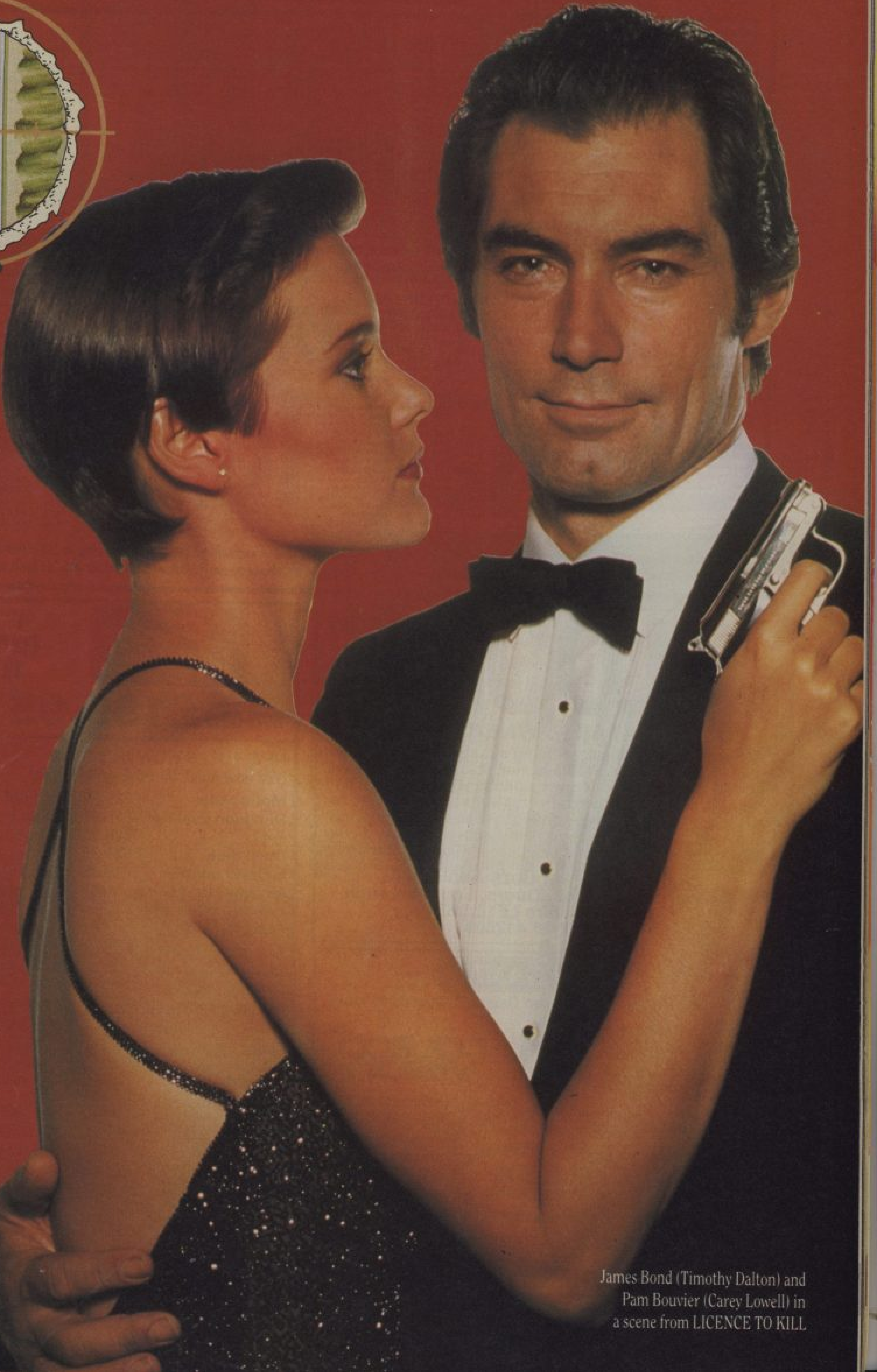
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United Artists

. . . This time he wants revenge.







James Bond (Timothy Dalton) and
Pam Bouvier (Carey Lowell) in
a scene from LICENCE TO KILL

MIKE READ'S POP QUIZ

BY ELITE

I remember Mike Read, back in the old days when he used to get his guitar out on Saturday Superstore and do his amusing Cliff Richard impersonation. Now a megastar, Mike has sold his name to a board game and sub-let it to Elite. Read on . . .

What Elite then do is dig out the programming routines they used for *Question of Sport*, bung in a load of muso-trivia questions and stick the resulting program on the shelves. While this may not earn them brownie points for imagination, or constructive programming, or much else really, it can't be denied that, as a music quiz game, MRPQ just about does the job.

After you've loaded you questions, the game begins by letting you and the computer (or another player) select a team of three from the gang of twelve digitised faces who appeared in *A Question of Sport*, who, since their last appearance, have become specialists in certain types of music. I assume that if you're a big classical fan, you pick three classical specialists, while if you want more of a challenge, you pick a more varied bunch, but it didn't seem to make a lot of difference, except in the "Your Scene" round, of which, more later.

First, individual team members have to pick one of twelve numbers from the Juke Box, to reveal a question category. A question from that category is displayed above four answers, and it's up to you to move a cursor to the right answer before time runs out.

Next comes "Spot the Star", in which each team gets three clues to a pop personality's identity. After each clue you get a chance to guess who Mike is talking about, but each extra one you take reduces the point of value of the question.

"Your Scene" is the groovy name for the Pop Quiz equivalent of *Question of Sport's* "Home or Away round. So, if you picked a bunch of classical music buffs at the start, you can go for "Easy" Questions for one point and answer a load of questions on classics. "Hard" questions are hard in the sense that your player isn't a specialist in tht area.

"Name the Year" is similar to "Spot the Star". Each team has to guess a year from three things that happened in that year.

In the "Quick Fire found", each team is presented with a question at the same time, and it's a race to plant your cursor on the correct answer before your opponent. Ten questions later, it's back to the Juke Box for the final round.

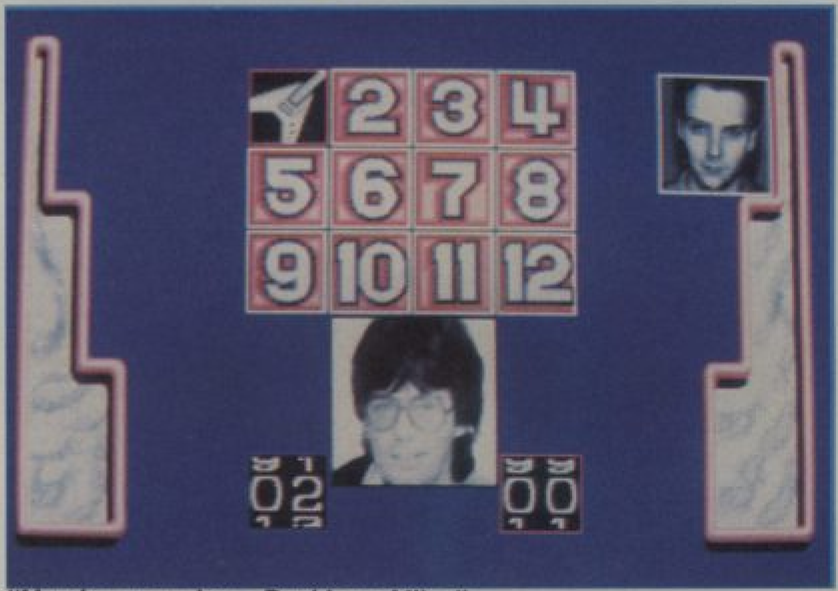
As I said earlier, as music trivia games go, this one isn't too bad. The various rounds are quite well presented, and the whole experience is reasonable fun with two players, though the range of music covered and the lack of recent chart stuff may be offputting to young players.

However, I can just about visualise parents joining the kids around the computer, getting nostalgic about old vibes and harking back to the good old days, such as when Mike Read was on the telly . . .

PAUL GLANCEY

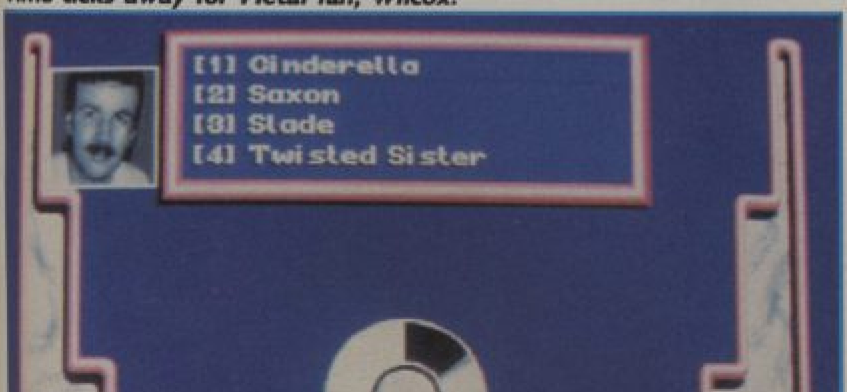


A motley crüe indeed . . .



"Number one please David, er, Mike."

Time ticks away for Metal fan, Wilcox.

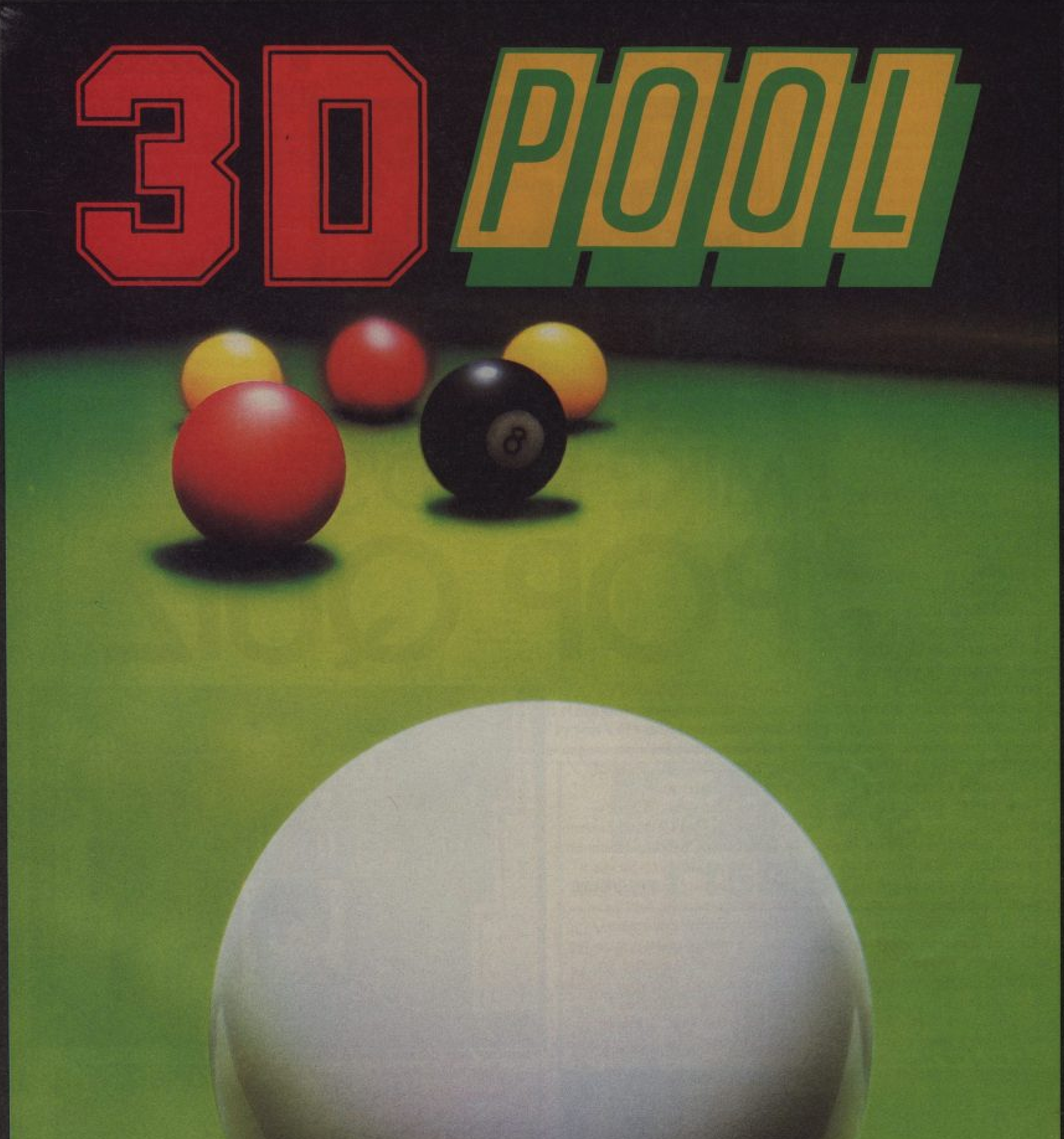


Pop Quiz is available now on ST, PC, C64, Spectrum and Amstrad. All versions are basically the same game, with minor variations such as slightly different Quick Fire round on the Amstrad and Spectrum.

AMIGA	£19.99
GRAPHICS:	49%
SOUND:	40%
VALUE:	61%
PLAYABILITY:	59%

If you're really desperate for a computer pop quiz game, Mike Read's Pop Quiz is a number one in a field of one. No one for the mainstream gamer, though, especially at this price.

OVERALL	55%



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BUDGET

SUPER HERO
CODE MASTERS



Surprisingly enough, people are still producing isometric perspective arcade adventures on the Spectrum, even though this type of game was milked dry about two years ago.

Unsurprisingly, Super Hero's 3D platform/puzzle gameplay differs scarcely one jot from that of any other game in the genre. In fact, it's probably more irritating than most, firstly because it is slow, and secondly, because the sides of the screen have been blanked, hiding the corners of each playing area, so you can walk off platforms or into monsters without even realising your mistake. There are some good ideas here, such as the wide variety of goodies to collect, and Bernie Drummond *(Batman/Head Over Heels)* has produced nicely detailed sprite and scenery graphics, but *Super Hero* is just too frustrating to be fun.

SPECTRUM	£2.99
Pretty graphics, but slow and annoying gameplay prevent Super Hero *from really taking off.*	
OVERALL	**52%**

STREET CRED BOXING
PLAYERS PREMIER



A boxing game with a plot! Yuppie breadheads are after Joe's Gym, and you hold sway over the only six boxers capable of fighting them off. To prove you're pugilist pals are men enough to take on the thugs you have to indulge in six rounds of stick waggling to knock the stuffing out of a punch bag. Such strenuous exercise gets the player's biceps bulging more than the boxer's, but at least the exercise is doing you good.

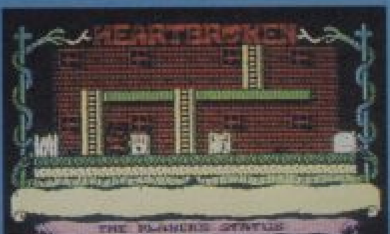
Survive and you move on to hitting Yuppie toughs. There's no effective difference between the punches at your disposal, so finishing this stage is more a matter of luck than skill.

If you do muddle your way through, you're faced with another similar level, with differnt backdrops but equally minimal gameplay.

As boxing games go, quite honestly Brian, this one couldn't really be classed as a contender.

C64	£2.99
Don't be fooled into thinking this is a boxing sim. It's just a tacky beat 'em with poor graphics and tedious gameplay.	
OVERALL	**40%**

HEARTBROKEN ATLANTIS



The reason this game is called *Heartbroken,* when the cover depicts a werewolf salivating over a gravedigger and his soap-on-a-rope is that the grave digger's fiance, who happens to be a princess called Mertha, has been kidnapped by the local warlock. Naturally our love-lorn hero is a bit upset, perhaps even "heartbroken", and so he's off to the rescue.

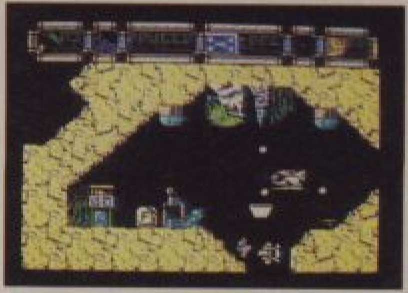
Basically, this is a flip-screen clone of Capcom's shoot 'em up *Ghosts 'n' Goblins,* with similar monsters and spooky scenery, but the layout of the landscape is mazey rather than simply platformy. The blasting is similar, but there's no leaping around platforms so you have to find ladders to get over obstacles. Get a spell book and cauldron and you can shoot all sorts of fireballs. All fairly standard stuff, really. Not many frills but certainly good for a few plays. Check it out.

SPECTRUM	£1.99
A playable, but not overly adorned platform shoot 'em up.	
OVERALL	**71%**

TASK FORCE
PLAYERS PREMIER

The task forced upon the player in this flip-screen shooter is to guide his jet fighter through a veritable labyrinth of screens packed with blob-firing nasties. Megalomaniac Snide Gantree is at the bottom of this very bad scene, and it's up to you to stop him getting away with a load of cruise missiles.

One thing that has to be said about *Task Force* is that the whole game looks suspiciously *Cybernoidy*. The ground emplacments and the extra weapons operate in almost exactly the same manner and even some of the graphics are nearly identical. However, weedy sound and ropey collision detection which results in impossible situations take the shine off what could have been an interesting game.



SPECTRUM £2.99

A promising, but ultimately disappointing **Cybernoid** *lookalike.*

OVERALL 69%

C64 £2.99

Pretty graphics, good sounds, but very average gampleplay make the C64 version of Task Force an unoutstanding blast.

OVERALL 65%

ZAMZARA
RACK-IT

This is Jukka Tapanimaki (remember *Netherworld?*) blast casts you as a green person making his escape from an alien complex, which contains a large ticking bomb. As he lopes and and leaps along each corridor, various greeblies try to jump our alien chum, draining his energy if they touch him. When all his strength is gone, one life goes down the lavvy, and it's back to the start of the level.

After *Netherworld*, I expected a lot of this, and I'm happy to say I wasn't disappointed. Right from the beginning *Zambra* is tough, but once you've learned how to jump and use the extra weapons it's a tasty sponge cake of fun, upon which nifty graphics and a couple of Maniacs of Noise grooves are the icing.



C64 £2.99

A simple but addictive blast, well worth the dinky price tag.

OVERALL 77%

SUBWAY VIGILANTE
PLAYERS PREMIER

Gah! Kids today. They just spend all their time hanging around London Underground stations, beating people up until the 18.55 to Piccadilly Circus turns up. Justice Bronson-style, is your vocation, and even though you're only a few pixels tall, you've got five fighting manoeuvres to cream the opposition with.

Well, you would be able to cream the opposition if your on-screen conterpart was a bit faster. His cat like reflexes are more concussed tortise-like, joystick control being annoyingly unresponsive. This, and the fact that the opposing skinheads regenerate three seconds after you've totalled them makes the game so difficult as to be unplayable. Buy at your peril.



AMSTRAD £2.99

A poor **Renegade clone, with very few graphic, sound or gameplay merits.**

OVERALL 31%

STREET CRED FOOTBALL
PLAYERS PREMIER

"Select your crack side from 24 different, tough street-wise city kids," says the packaging on this urban five-a-side game. In fact the 24 players don't differ apart from their appearance (and most of them resemble gangsters rather than kids).

To further give the impression that they aren't meant to be professionals, your team members contantly play out of position, and even the goalkeeper is won't to wander well upfield. Luckily the computer team is no better, and it's possible to score against them within seconds of almost every kickoff. The only factor working against you is the computer's intermittent failure to register goals, but not even this prevented me from winning my third match 20-3. It did prevent me from coming back for a rematch, though.



SPECTRUM £2.99

A football game sadly lacking any creditability whatsoever.

OVERALL 38%

ZYBEX
ZEPPELIN GAMES

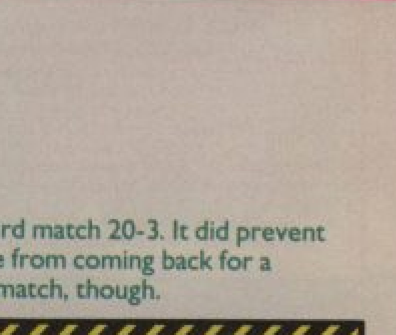
This neat little horizontaly-scrolling blast takes progressive weaponry to satisfying extremes. As usual, alien annihilation rewards you with armament icons in five exotic flavours. Rapid fire is automatic, and by collecting further icons you can upgrade each weapon up to four times, choosing between them with a press of the fire button. This excellent system allows you to turn your little jet-packer into a real ass-kicking merchant of menace.

Unfortunately, *Zybex* is not without it's flaws, namely some rather ropey collision detection and sound routines courtesy of Geiger Counter Simulator. The ultra-blasty gameplay makes up for such shortcomings, though, and after a few games I was nigh on addicted. Recommended.

SPECTRUM £1.99

In spite of a couple of technical flaws, **Zybex manages to be a pretty nifty shoot 'em up which arcade freaks should enjoy.**

OVERALL 79%



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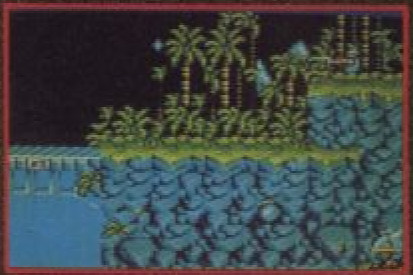
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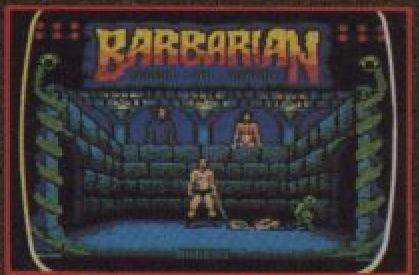
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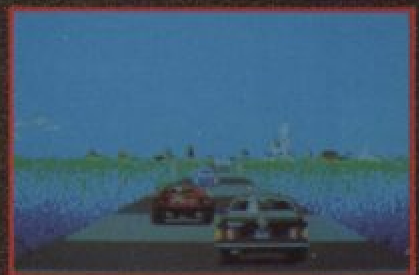




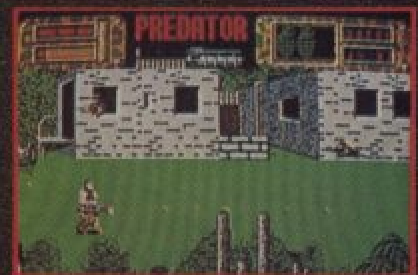
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COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
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PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
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▲ *Beat the baddies and rescue Madonna.*

VIGILANTE

BY US GOLD

The skinheads have kidnapped Madonna, so it's up to you to take the power into your own hands. Why can't he call the Bill like everyone else, hmm? Well, the hero of this arcade game doesn't call the Rozzers, and like most fully trained ninjas sets off down longest street on the Earth to find Madonna.

Along the way he bumps into a few of the skins wot done the kidnap, and they politely ask him if he wouldn't mind turning around and going back, because they're awfully frightened of him. Okay, so they actually attack him with bottles, knives and those funny Bruce Lee things with two sticks and a chain in the middle.

The game proceeds along familiar lines. You scroll down the street to the wacky beat of the house soundtrack, and the skinheads just keep on coming. You can pick up weapons along the way, and use them to splat some of the more persistant villains. But if they grab you, you may find that you lose them so use them quickly. If you get to the end of all the levels, you get Madonna.

I was quite disappointed by the way, that it wasn't THE Madonna, but just some bint who calls herself Madonna. Tsk! And there I was thinking that at the end I'd be dating the pouting, beauty-spotted, belly button wobbler herself. Never mind, it's only a game after all.

And having said that it IS only a game. If it's your taste for another ninja beat'em up which isn't the copy of *Renegade I, II* or *III* you played yesterday, then fair goes. You'll love it. *Vigilante* has all the stuff which made the street ninja arcade machines so popular, and is very slickly produced. BUT . . . it is just a variation on the same theme.

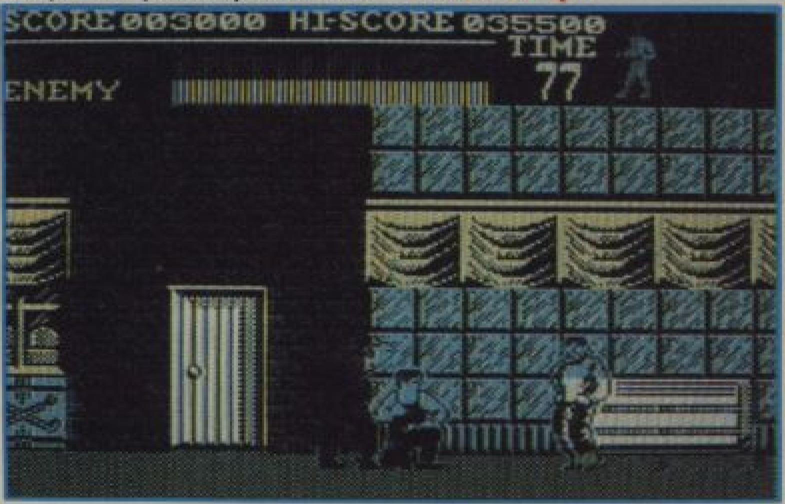
And next time, heroes, tell your girlfriend not to talk to any strange skinheads. Only nice ones like me. (grin)

PHIL SOUTH



▲ *Kick and punch your way across town.*

▼ *Make a map!*



SPECTRUM £8.99

Monochrome, monotone, mono-something else that rhymes with chrome. Plenty to fight, and big fun. Bits of skinhead all OVER the shop.

OVERALL 81%

AMIGA £24.99

The Amiga version is brilliant, and well hard. I particularly like the knife wielding skins, and the way that when they stab you the blood sort of squidges out like tomato sauce.

GRAPHICS	82%
SOUND	89%
VALUE	78%
PLAYABILITY	85%
OVERALL	**81%**

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▲ Consulting the Encyclopedia can be useful . . .



By Activision/Infocom

It is the year 883 GGE. T and the great Wizard Megaboz is angry. His favourite trees now lie in the shadow of a giant shadow put up by Lord Dimwit. He curses all of Flatheadia . . .

Dimwit's magicians analyse the curse which has been placed upon Flatheadia, and soon announce that they have managed to delay its effects for 94 years . . .

Ninety four years later, the inhabitants of Flatheadia are leaving in droves. You, however, turn to a piece of parchment which has been handed down to you by your ancestors. It is the same parchment that fell from Megaboz's pocket on that fatal day in the banqueting hall, and contains parts of his notes on how to cancel the spell . . .

Your travels will undoubtedly be interrupted by sudden appearances of a Jester, who, talking constantly in rhyme, has the annoying habit of posing riddles before allowing you any further progress. Most of these require pure logic, and can be deduced after a few minutes of careful thought.

But the pestering jester has more up his sleeve than mere riddles! He has a collection of games of logic, at which he is expert, and at which he will challenge you to beat him. In game mode, the screen clears to graphics, and the games can be played entirely by mouse.

So what of the main part of the adventure? Here is an adventure in the best traditions of Zork, said to be bigger than the combined Zork trilogy, all on one disk, and still with space for SAVE FILES! With Infocom's first graphics, it is not so much a graphic adventure, as an adventure with graphics.

On-screen mapping is available on a separate screen called by the command MAP. The map is divided into sections, and shows only locations previously visited within each section, the current location being highlighted with a flashing border. Movement from room to room within a section can be achieved from the map, by clicking along the route.

On-screen hints are also provided, a feature I have intensely disliked in some previous Infocom adventures. Somehow, this time they are arranged and worded in a subtle different way, and are not nearly so obtrusive.

The parser is new, and together with the vocabulary, is as near perfect as I have come across.

After some fifteen hours of play, with well over one hundred locations visited, I still had whole areas both geographicaly and problematically that I hadn't had time to touch . . .

The sheer size of this adventure, the range of complexity of its problems, together with the inimitable humour of author Steve Meretsky, must make Zork Zero without doubt the most entertaining and enjoyable adventure I have played to date. Welcome back Infocom! It's been a long time coming, but it was certainly worth the wait!

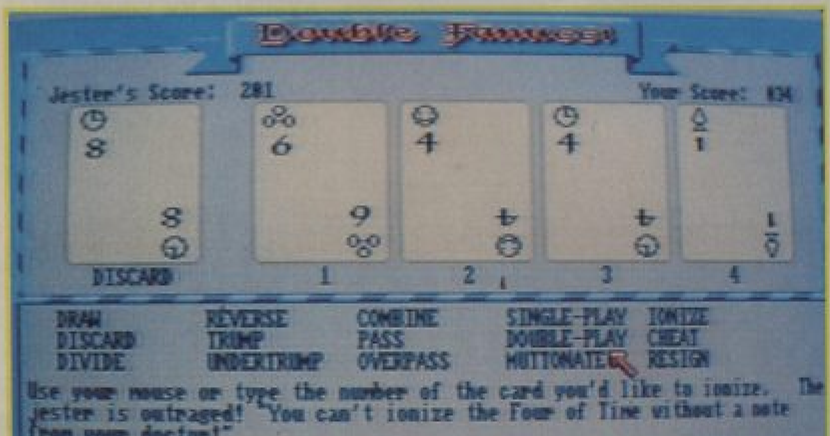
C+VG HIT!

KEITH CAMPBELL

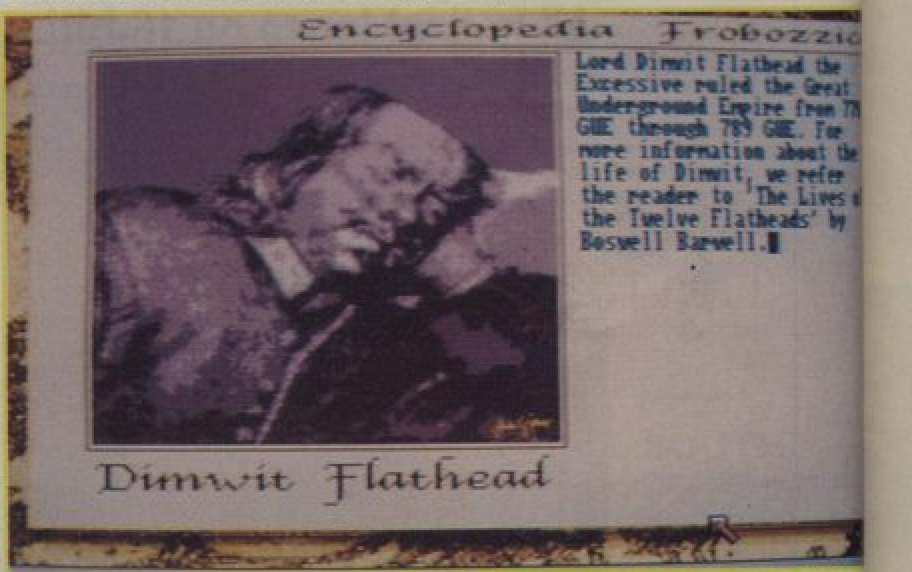
UPDATE

Zork Zero is soon out on the PC and ST — the graphics won't be quite so good, but otherwise the game will be the same as the Amiga.

One of the many Logic puzzles. ▼



Dimwit . . . dead at the hands of Megaboz. ▼



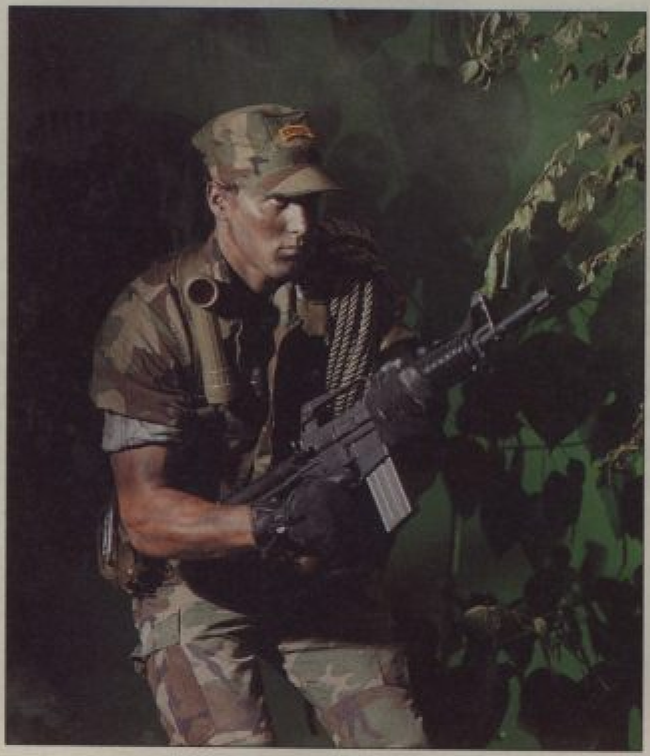
AMIGA £24.99	
GRAPHICS	81%
SOUND	N/A
VALUE	91%
PLAYABILITY	96%

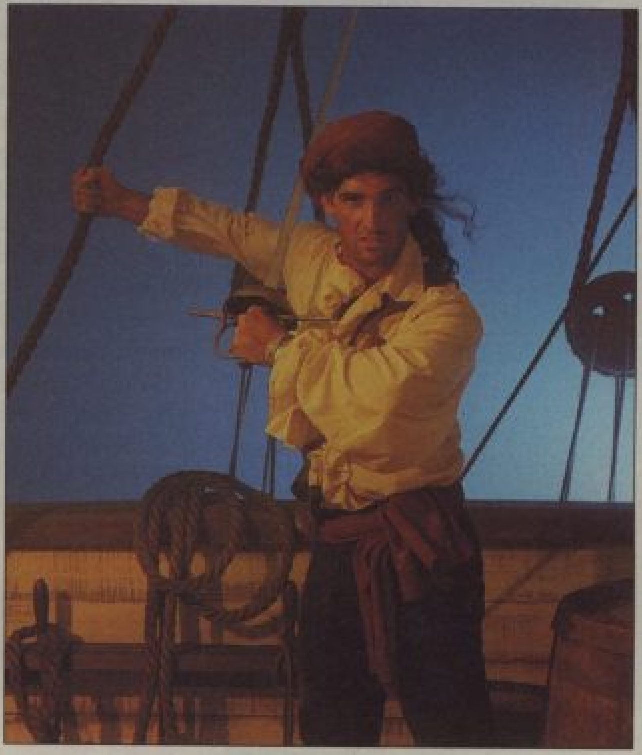
A superb adventure that places infocom back in the number one slot. A must for all adventure fanatics.

OVERALL	94%

AIRBORNE RANGER

PIRATES!





AIRBORNE RANGER
The Arcade-Action Simulation

Airborne Ranger is a fast paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. Run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Airborne Ranger Features:
- ☐ 12 exciting missions
- ☐ Full-scrolling 3-D graphics
  Various terrains to encounter
- ☐ Multiple enemy threats
- ☐ Modern weaponry
- ☐ Comprehensive documentation

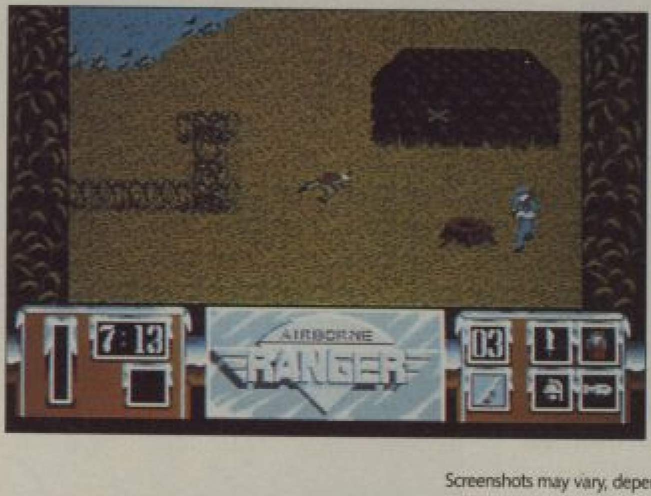
Airborne Ranger, The Arcade-Action simulation is now available for your Commodore Amiga, £24.95.

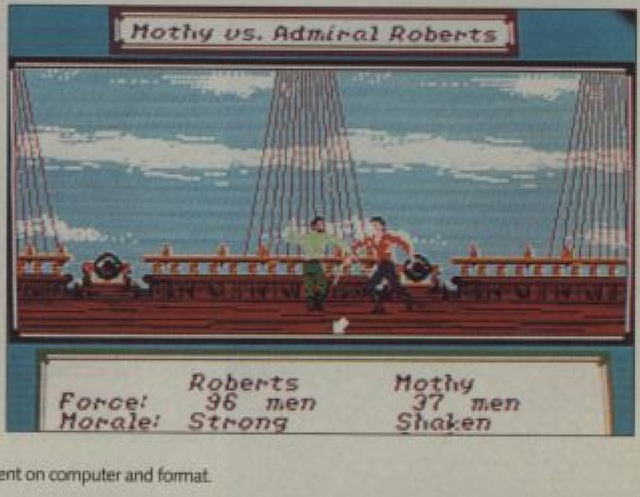
PIRATES!
The Action-Adventure Simulation

Pirates is a dramatic simulation of 17th century life on the Spanish Main and you are cast in the leading role as Privateer Captain. Leap into an era of turbulence and change, a time when fabulous fortunes can be won and lost.

Pirates Features:
- ☐ Non-stop action and strategic decision-making
- ☐ Extensive graphics with 70 different scenes
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- ☐ Comprehensive Manual
- ☐ Hundreds of hours of exciting entertainment

Pirates! The Action-Adventure simulation is now available for your Atari ST, £24.95.





Screenshots may vary, dependent on computer and format.

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 54326.

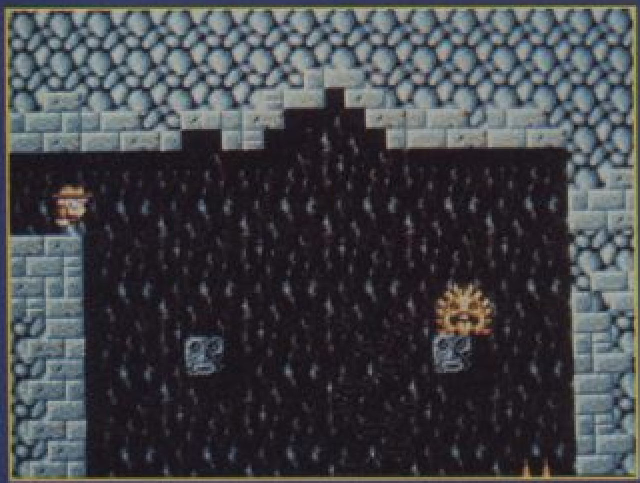
RICHARD DANGE



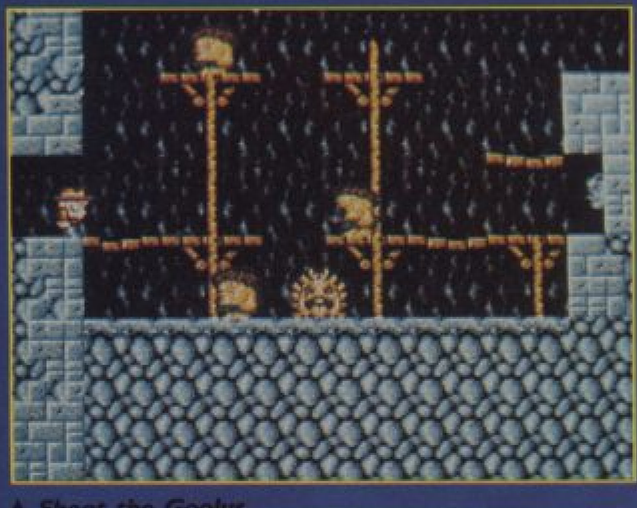
▲ *Rock, roll — and run.*



▲ *Watch out for blowpipes.*



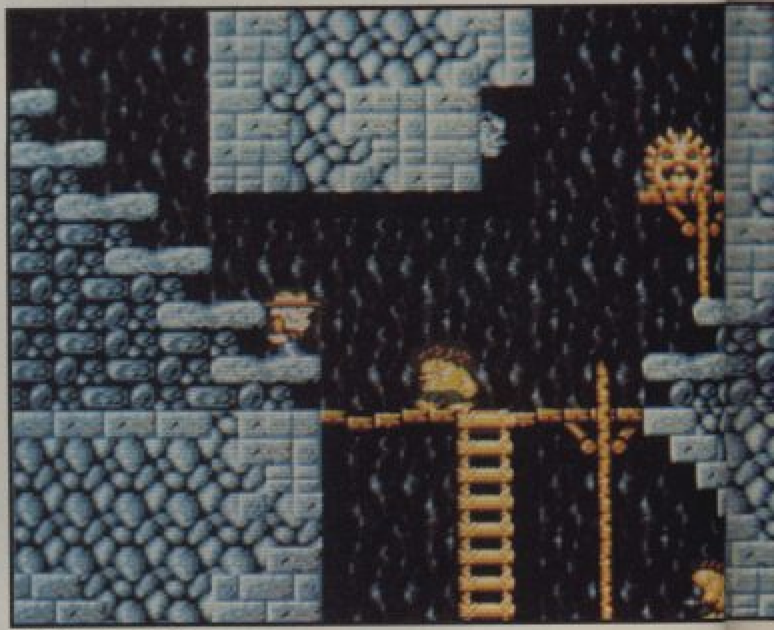
▲ *A map certainly helps.*



▲ *Shoot the Goolus.*

He's hard. He's mean. He laughs in the face of death, spits in the eye of danger and plays dice with chance. He's Richard Dangerous — a hero's hero who's always in a scrape . . . And today, just like any other day, he's in trouble with a capital T!

The problem is that Dick has crash landed his aeroplane in the middle of the Amazon jungle. That would be bad enough, but to make things worse, he's arrived just in time to completely disrupt the sacrificial rituals of the ancient and highly deadly Goolu tribe. They've been totally cheesed off by this, and are now out for his blood. His only means of escape is to travel through their temple, a large maze-like complex filled with a veritable goodie bag of hazards and dangers. And it's here where the player comes into the fray.



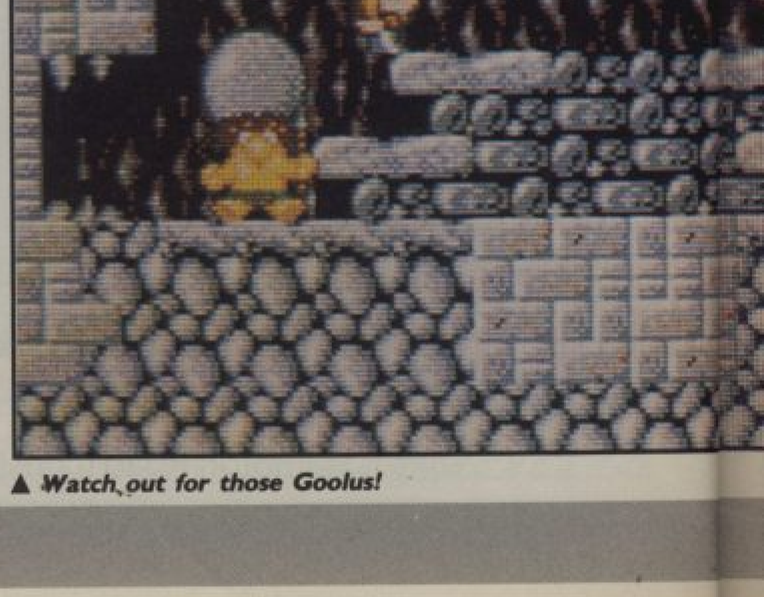
▲ *The best 16 bit platform game yet.*

Richard Dangerous is a platform game in the traditional style, with the player jumping and leaping around the screen, dodging baddies and avoiding hazards.

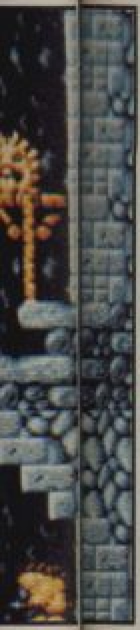
The action begins with Dick being chased by a large rolling boulder, Indiana Jones-style. After that's been avoided, it's time to run the gauntlet of hordes of Goolus, traps and hazards.

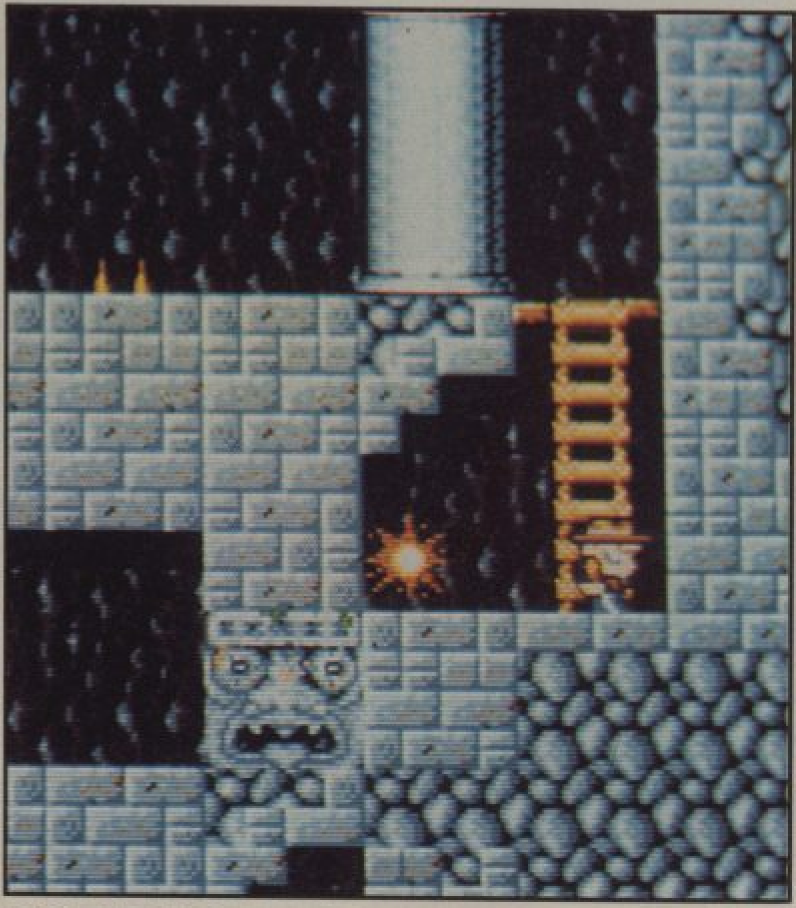
Contact with a tribal person, or falling foul of a trap results in the loss of one of Richard's eight lives. Eight might sound a lot, but the devious nature of the traps and hazards means that lives are lost very quickly.

Fortunately Dick isn't totally defenceless, and has a six-shot



▲ *Watch out for those Goolus!*





BY FIREBIRD ▲ *Loads of traps.*

D
EROUS

If Dick manages to escape from the Goolu temple, his next adventure takes place in a pyramid, where a group of fanatics are holding the priceless Jewel of Ankhel to ransom. Here, there are marauding Egpytian-types and a very nasty selection of traps to dodge.

On level three, Richard infiltrates the dreaded Schwarzendumpf Castle to gain intelligence information. The hero is up against it here, with guards and security systems a-go-go.

Finally, having learned that the enemy are preparing to launch a missile attack on London, Dick takes on an entire garrison in an attempt to save the day.

Whether he does or not is up to you . . .

Richard Dangerous is a simply brilliant game, and combines humorous graphics and some of the most devious, low-down gameplay I've seen in years. There are some seriously

It's incredibly easy to get i with very simplistic game-mechanics, but this make it all the more addictive. I've already spent hours playing the game, and am dying to get back to it to see whether I can get just that little bit further.

Barring graphical differences, *Richard Dangerous* is identical on all formats — so no matter what machine you own, Richard Dangerous is an essential purchase.

JULIAN RIGNALL

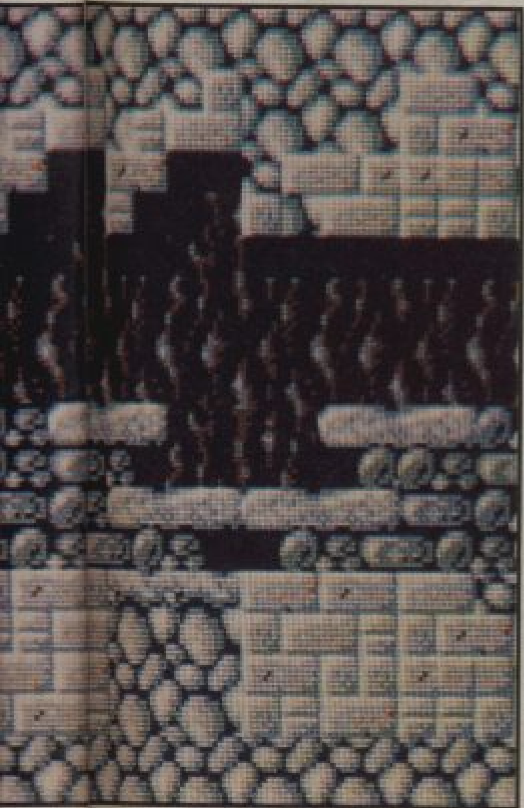
SPECTRUM	£9.99
GRAPHICS	87%
SOUND	76%
VALUE	81%
PLAYABILITY	85%

An excellent platform game which is both incredibly enjoyable and highly addictive. An absolute must for fans of the genre.

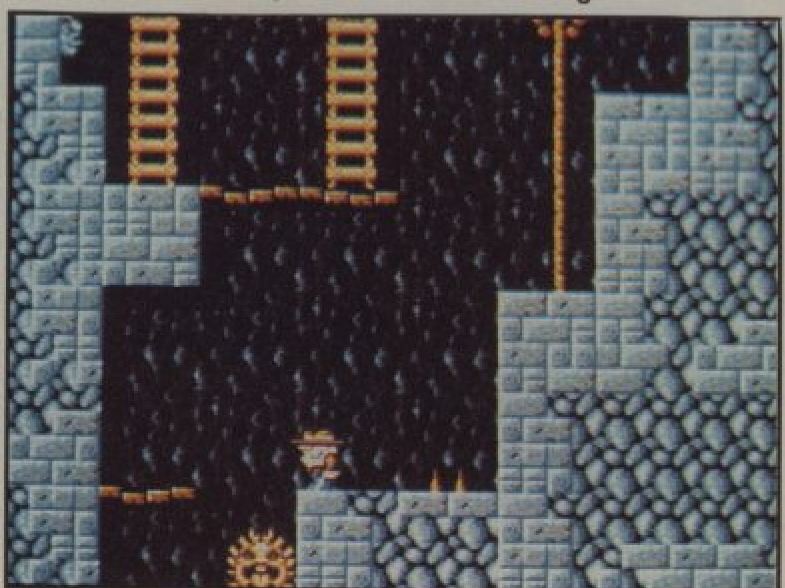
OVERALL 87%

C+VG HIT!

revolver and a few sticks of dynamite with which to deal with the enemy. Extra shots and dynamite are found around the temple — but supply is short. There are also bonus icons which are picked up for extra points.



horrible shocks and surprises — when you think the coast is clear, a poisoned dart whizzes out of a hole in the wall, or spikes pop up from the floor. There are also moving blocks, traps to puzzle out and, of course, loads of baddies to dodge.



▲ *Dick Dangerous — a hero's hero.*

AMIGA £24.99

Great Mordillo-style graphics and wonderful samples conspire with the gameplay to give the best 16-bit platform game to date.

OVERALL 87%

C64 £9.99

Brilliant in all respects. Don't leave your software shop without it.

OVERALL 87%

ST £24.99

Looks and sounds identical to the Amiga version. ST fans shouldn't miss it.

OVERALL 87%


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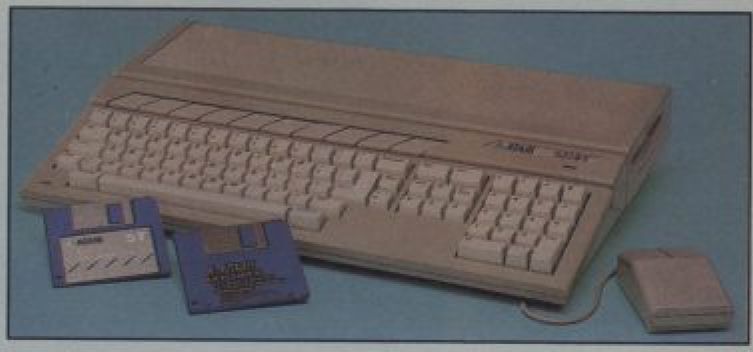
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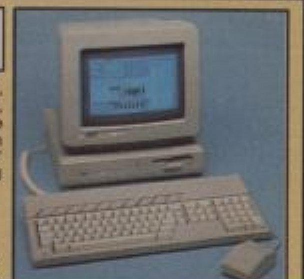
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DTP ☐



NEW ZEALAN ST

BY OCEAN

C+VG HIT!

Now you might not have thought that any story set in New Zealand would be all sheep and rugby players (ooh, what a disgusting thought!), but Taito had other ideas when they put this cutesy coin-op into arcades early this year.

The star of the show is Kiwi, who looks more like a canary than the national bird of New Zealand, but we'll let that pass. Kiwi led a moderately quiet existence in a zoo, partying the days away with his kiwi mates, until one day a fat and grumpy walrus stuffed the whole gang into a sack and put them in separate cages around the zoo. Luckily, Kiwi managed to wriggle out of the sack and now it's up to him to save his avian chums from life imprisonment.

Gritting his beak, Kiwi dons his natty blue training shoes and takes to the scrolling platform scenery which makes up the zoo. Walrus has released some of the nastier zoo creatures from their cages to guard the kiwis, and most of them are armed and dangerous, so it's finger on the fire button to plug them before they plug you. Doors in the background open to unleash snails, fire-sprites, spear-chucking Maori warriors, flying teddies and even penguins riding on ducks.

Whenever you shoot one of these, a fruit or other bonus drops to the ground, ready to be picked up. Using this method you can equip Kiwi with bombs, speed-ups, extra lives, a shield and a laser gun, which come in very handy.

Kiwi's forté is running and jumping, but there are other ways of getting around. Evolution makes no provision for Kiwi to get off the ground, but if he shoots an airborne beastie, he can steal it's mount and fly out of danger. Alternatively, there are hot air balloons to be found amongst the maze of platforms which Kiwi can leap into with the same effect.

Sections of the zoo are underwater, but being the well-equipped bird he is, Kiwi gets out his aqualung and scuba mask and dives in. Although he can't use his bow and arrow underwater, he can bring down nearby nasties by swimming close to the surface and spitting a jet of water at them.

After he's released all the







ND STORY

kiwis in a level, Kiwi has to take on an end of level monster. Level one ends with a gigantic ice-covered whale which you have to shoot in the head until it swallows you. You then have to shoot the whale from the inside whilst dodging deadly water droplets.

And that's it — basically, everything in the coin-op is in the Amiga version of New Zealand Story. The sprites have been copied to the finest detail, even down to the flying goggles on the flying teddies. The backdrops are very reminiscent of the coin-op, featuring crowds of zoo animals, and they all scroll around very smoothly.

The ole sound chips are very cleverly used to recreate the dinky coin-op tunes, and the sound effects are nothing short of excellent. I particularly liked Kiwi's death "neep neep neep neep" sound.

But as usual, it's the gameplay that clinches it, and New Zealand Story has that in huge quantities. The speed, the variety and the cutesy graphics are an utterly irresistable combination which will keep you glued to the joystick for ages. There are a lot of coin-op conversions coming out this summer, but New Zealand story is bound to be one of the hottest. PG says check it out.

PAUL GLANCEY

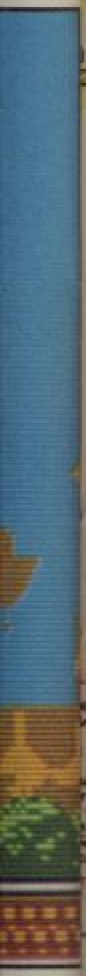
UPDATE

Choice are working on all the versions of New Zealand Story, which bodes very well. The ST game is the furthest progressed and it looks like it'll be another spot on conversion.

AMIGA	£24.95
GRAPHICS	89%
SOUND	88%
VALUE	81%
PLAYABILITY	86%

A superb game in every respect. Ranks alongside Bubble Bobble and PacMania in the Amiga coin-op conversion stakes.

OVERALL	88%



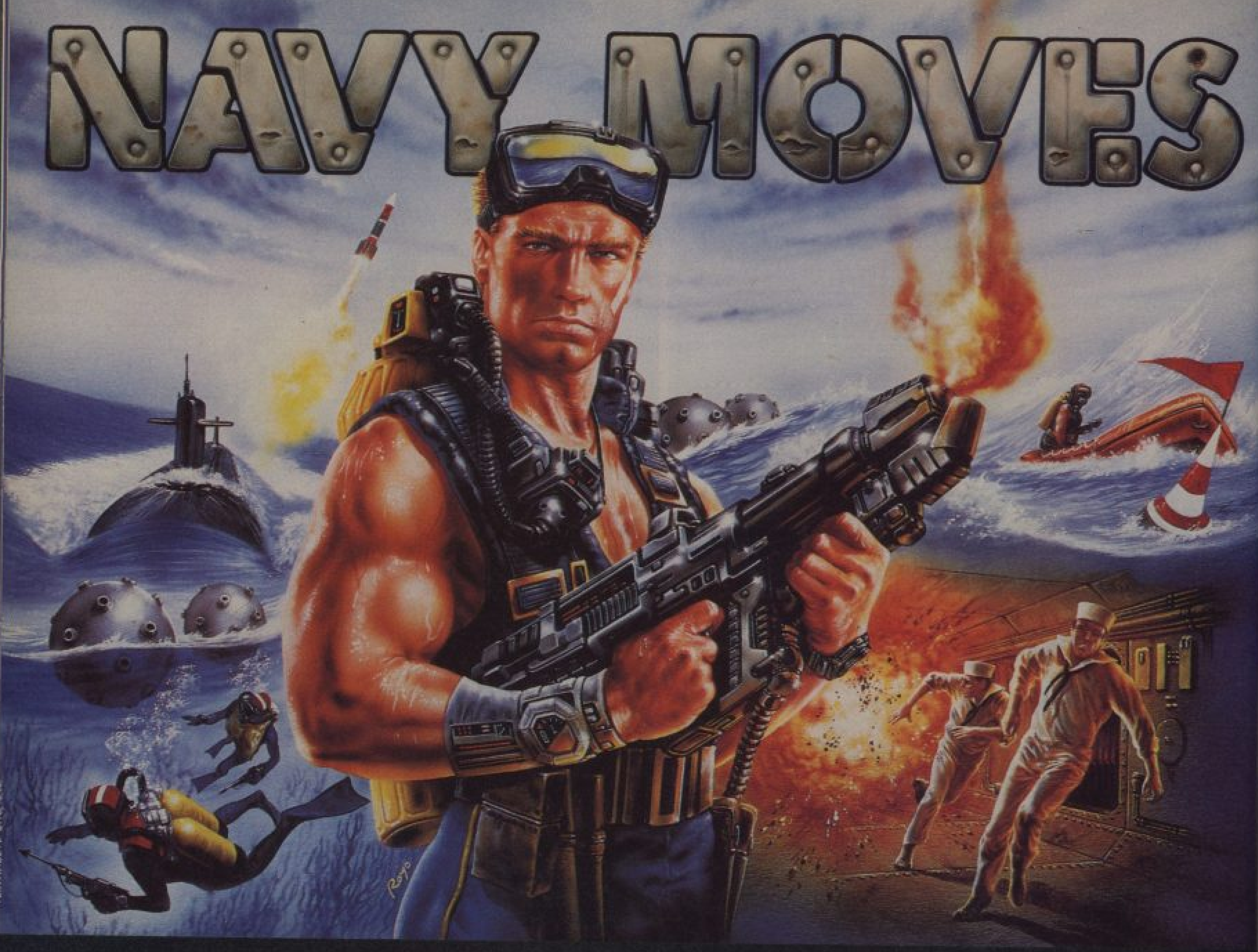




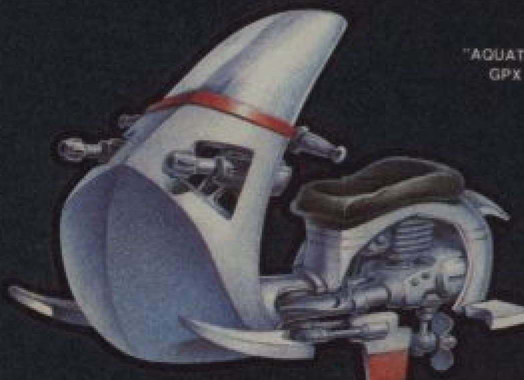




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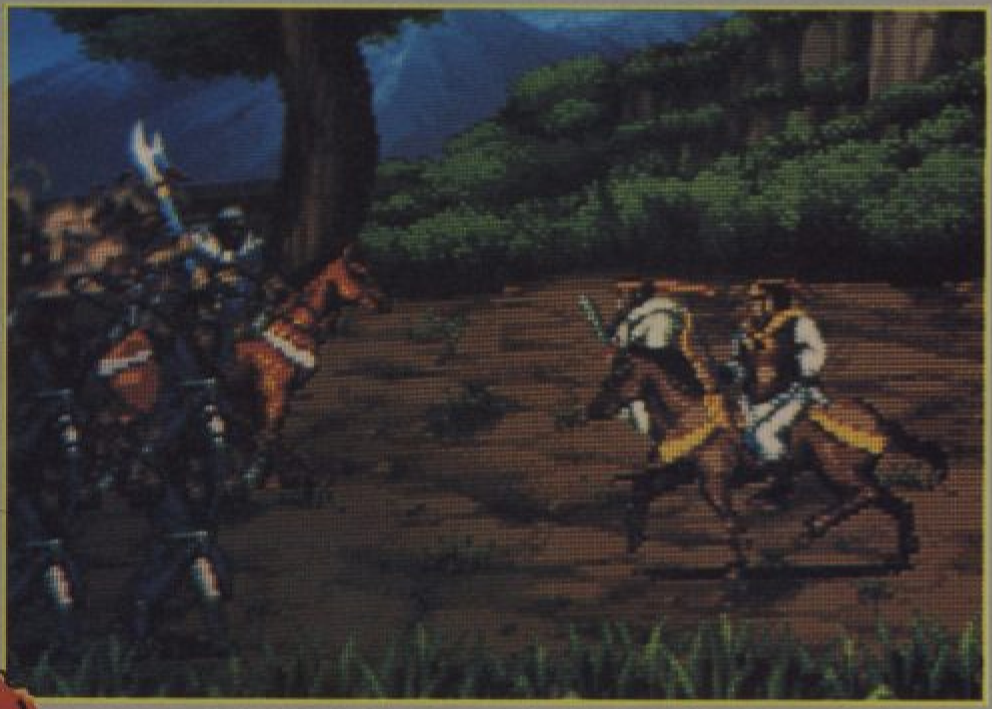
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DYNASTY WARS

Sloping back into the past makes a great change from futuristic shoot and beat 'em ups. And back a few centuries is where you're going with Capcom's *Dynasty Wars*.

Back to the Han Dynasty — which, if you know your history is just after the Carrington Dynasty — where mighty wars were fought and great warriors rushed around on horseback.

First of all you (and a partner in two-player mode) choose one of four characters, and then the battle begins. The wars are fought over a variety of terrains — you start off, on horseback, in a rural village scene, where hordes of foot warriors attack.

The fighting action is unusual — you can only use your sword on one side of the horse, so to kill the enemy who are upstage, turn round the beast and swipe. It takes a while to get used to the controls, but once you've got the hang of them it's simplicity itself.

Later, an ancient catapult blocks your way, and getting close enough to get rid of its operator is a bit of a pain. He's a nimble character and very good at dodging. Next comes a barge, where fireballs are thrown and barriers temporarily block your escape. Turn the tables and use the fire to help defeat your enemies.

Earthenware casks lie strewn

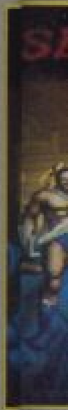


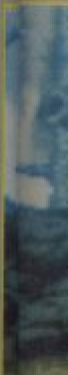
throughout the game and when ridden over release globes which are grabbed for extra points. Then onto the palace courtyard where monstrous balding slaves swarm to unseat you.

The graphics between each level are fabulous, with cartoon-style pictures which unfortunately aren't always matched by those in the rest of the game. Still it's an original and enjoyable game and is a change from the myriad of clones that are currently around.

GRAPHICS	70%
SOUND	82%
VALUE	70%
PLAYABILITY	89%
OVERALL	78%

What a great month for arcade games! The Legend of Hero Tonma is a brilliant new release from Irem. There's Dynasty Wars, Golden Axe — Sega's brilliant combat game, Night Striker, a great shoot 'em up, and Mechanised Attack, a new Operation Wolf game.





GOLDEN AXE

A choice of three heroes, a two-player game and enough fighting and magic to satisfy everyone. Golden Axe is the game everyone wants to play.

You take control of either





Gillius Thunderhead, a squat Viking figure, Tillis Flyer or the Axe Warrior. Each has special properties: the first uses Lightning magic, the second commands Fire magic and the third Earth magic. Each accumulates different strengths as you travel into the game.

To get some spell casting power you attack the thief who drops a phial of magic in panic. There's a huge rush to be the first to pick it up. As the thief often turns up in the middle of battle, the scramble to get him can be hilarious. . . and fatal.

The enemy come in all shapes and sizes from saber-wielding skeletons, grotesque humanoids and a number mounted on dinosaurs and monster chickens. When you find a mounted enemy, kill him as quickly as you can — his steed squats down and you can mount it to continue your attack. Some mounts breathe fire, others have a fatal whiplashing tail, and all can be used against your attackers.

Sega's *Golden Axe* is definitely a game which works best with two playing at once. Like *Gauntlet*, you work as a team and help each other as best you can. Calling your magic is simple — a press of the button and the ground is shattered by forked lightning or fire.

The background graphics are suitably primitive, with desert scrubland turning to woodland, caverns, chasms to jump and so on.

Another winner from Sega, and one which seems to be exceeding popular at the moment. Have a bash at this one as soon as it reaches your local arcade.

GRAPHICS	78%
SOUND	75%
VALUE	75%
PLAYABILITY	88%
OVERALL	**80%**





MECHANIZED ATTACK

You've played *Operation Wolf*, you've seen *Operation Thunderbolt* and now SNK joins the club with an excellent play-a-like, *Mechanized Attack*.

Like *Op Thunderbolt*, there are two guns mounted on the front of the cabinet and as far as the style of the game goes it's pretty much the same. Just pump in your money, curl your finger round the trigger and let fly.

You start off on the high seas being attacked from all directions. First come the choppers, flying in low and letting rip with air-to-ground missiles. Shoot these out of the air if you can, as getting hit seriously damages your future. And just as you're getting used to this flying stuff, up pop some divers, right in front of you.

These have to be knocked out immediately as their firing range is so close. Next come motor launches bristling with the enemy, grenades and machine guns.

What this game is all about is the ability to target the right bad guys quickly take 'em out and move on without so much as breathing.

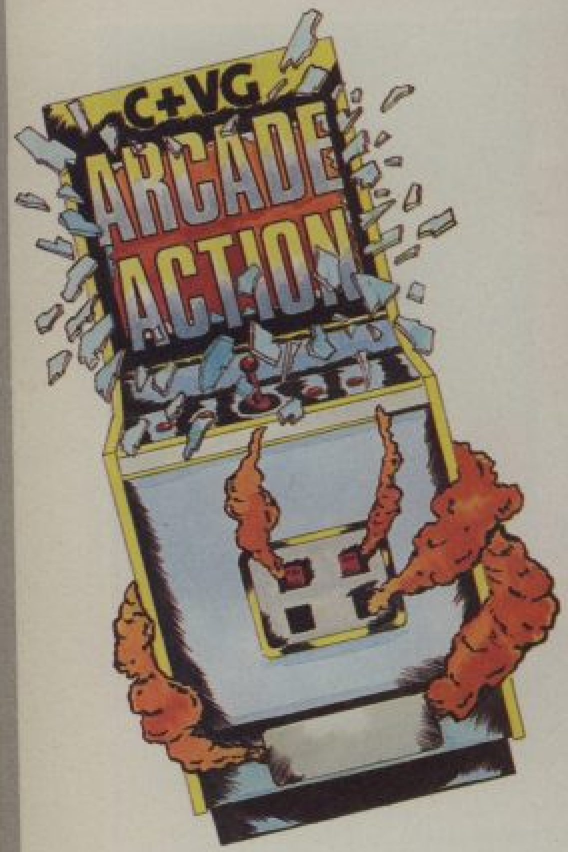
There are bonuses to help — energy potions, extra grenades, rockets (which have a smart bomb effect), magazines of bullets and a medical pack. Just shoot these and carry on.

Later levels take you to a POW camp, a jungle clearing and into a subway rail junction. This is another new-style scene not seen previously and is extremely difficult as trains hurtle towards you and the enemy leaps out from behind railway carriages to let rip.

As with all its predecessors, Mechanized Attack is a great shoot 'em up. It's been done before, but nonetheless the excellent graphics and rousing sound effects make it a game worth playing.



GRAPHICS	88%
SOUND	85%
VALUE	80%
PLAYABILITY	75%
OVERALL	**80%**





NIGHT STRIKER

Play vigilante-of-the-skies in Taito's latest thriller — Night Striker. There's trouble in the city. . . all is still, yet you know the forces of darkness are awake. Leaping into your space age cruiser you take off to patrol the night city.

And then everything lets rip at once. There you are zooming down a lonely street, neon signs flash by as you cruise past, when over the horizon comes the first wave of enemy planes. Pull up on the joystick, your cruiser rises up and the ground flashes past as you zoom into attack.

Night Striker has the same sort of controls as both *Galaxy Force* and *After Burner* — a joystick equipped with fire button.

The first attack is just a warm up. Things soon get really crazy, with choppers joining in the battle attacking from both directions — watch your back carefully, a rocket up the tail is no joke. Luckily you have an infinite source of fire power and your blue canon fire streaks across the screen, smashing everything it hits. At the end of this stage you take on a huge truck which always manages to keep just in front of you. It lifts its back flap and out pours a steady stream of decimating fire balls. Dodging this lot is hairy and the only way to stay alive is to pump the truck full of lead.

Next up is a tortuous tunnel. Here, the game resembles *Galaxy Force* as you twist and turn down the narrow corridors. Hit the walls and sparks fly. Aliens pop up and there's nowhere to run. Just keep firing until you come to the first junction. Turn either left of right for the Sea or the Factory. I chose the sea, but to get to it you have to test your nerves through a deviously designed tunnel of sliding partitions.

These block off whole sections of the tunnel, both horizontally and vertically. And just as you've positioned your cruiser to scrape through the narrow passage, the partitions move across and. . . BLAM! You're seeing stars. Too many crashes and your shields disintegrate.

The graphics are just beautiful and will be very hard to follow on a computer conversion.

Night Striker is a must-play. It's fast, furious action all the way and has no learning curve. Just shove in your money and get ready for a thoroughly satisfying blast.

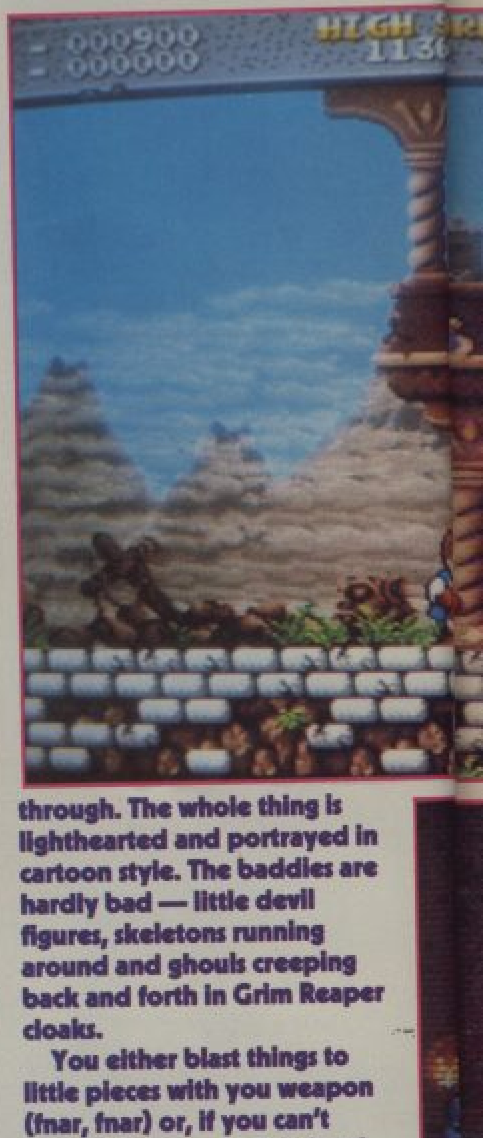


GRAPHICS	88%
SOUND	75%
VALUE	75%
PLAYABILITY	90%
OVERALL	**87%**

LEGEND OF TONMA

A great little cartoon frolic from Irem comes in the shape of Legend of the Hero Tonma. With such a long title you'd expect the hero to be statuesque and musclebound. Instead you get a cute little figure sporting a little blue cape. More Robin than Batman.

Tonma is a game of many parts and many sections, each of which needs a key to pass



through. The whole thing is lighthearted and portrayed in cartoon style. The baddies are hardly bad — little devil figures, skeletons running around and ghouls creeping back and forth in Grim Reaper cloaks.

You either blast things to little pieces with you weapon (fnar, fnar) or, if you can't shoot it, jump over it instead. Jumping plays an important part in the game. The more you press the jump button the higher you go, and jumping onto an enemy's head seems to get you higher still. Just as well, as there are platforms to leap on to collect a number of bonuses — extra bullets, an old map, mortar and gold.

At every stage there is something to win. Treasure chests spill out coins, and 'P'

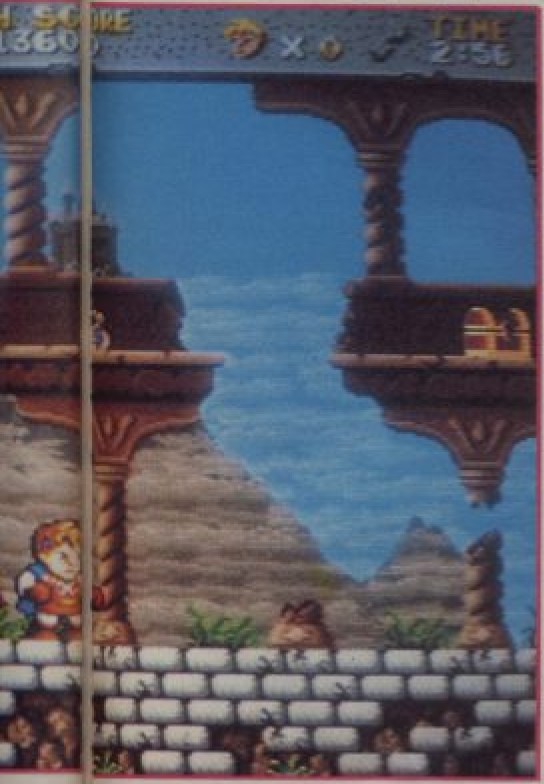


OF HERO

and 'B' symbols offer extra weapons and shields. Should you get hit, your character disappears in a puff (probably in a huff as well) and down flutters the cute little blue cloak.

The scenes seem to get better and better as you travel through the game. But despite the adventurey plot this is still a test of dexterity, dodging and quick shooting.

There are loads of scenes some of them need a fair bit of reasoning to complete. In fact it's a thoroughly enjoyable



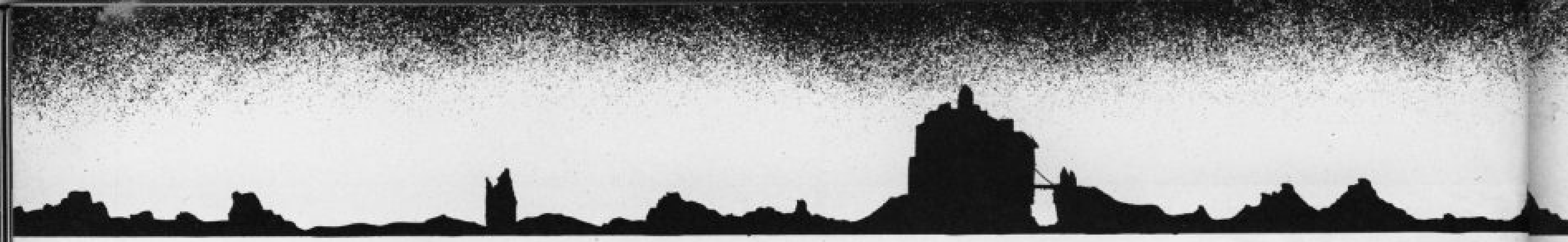


GRAPHICS	85%
SOUND	80%
VALUE	80%
PLAYABILITY	89%
OVERALL	85%

Welcome to the Official UK Arcade Highscore table, where Britain's greatest arcade aces get the chance to show off their top scores. If you're a potential champ and can score even higher than the players below, why not send in your scores on the back of a postcard or sealed-down envelope to: ARCADE HIGHSCORES, C+VG. PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, ECIR 3AU. If you've got any hot tips, send them in too — we'll be using them in a mega Arcade Action tips special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software packages for the best tips — so get writing. Send your stuff to ARCADE TIPS at the address above, and don't forget to state which computer you own.

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12,025,275 Paul Stokes (PJ), Aberdare.





AD



Welcome to Adventure Helpline, this month we've got loads of clues and news of some tasty home grown software!

After some months on a strict diet of Sierra animated adventures (and in large portions they can lead to constipation of the mind) Infocom has come out of hibernation and given us a real feast!

Zork Zero from Steve Meretsky lives up to all hopes and expectations. It is one of those adventures that makes me resent having to stop playing and write about it, because I just don't want to leave it alone! Despite its built in clues, it takes a lot of replaying to get it all together, for saved games from the first play-through will almost certainly be too flawed to take the game to completion!

In the same month, Infocom has branched out into the role playing sphere, with *Battletech*, written out of house, and Marc Blank's *Journey*, described as a 'role playing chronicle'. Marc Blank, of course, was co-founder of Infocom, and co-author of the original *Zork* trilogy, along with Dave Lebling.

Infocom's excursion into graphics has been done tastefully, and is rumoured to be making Magnetic Scrolls rethink their front-end. But then, Magnetic Scrolls would never be caught on the hop, I'm sure. Just ask yourself the question: Why are we currently in such a long Level 9, too, will soon be releasing a new adventure, *Spook*, and they too are taking the plunge into RPG, with their first due shortly.

And now the bad news. The Adventurer's Club seems to be going through one of its funny phases. At least, I hope it is only that, for at the time of writing, there are an awful lot of members out there with outstanding time on their annual subscription who are not receiving their bi-monthly Dossier nor getting any other kind of service from ACL.

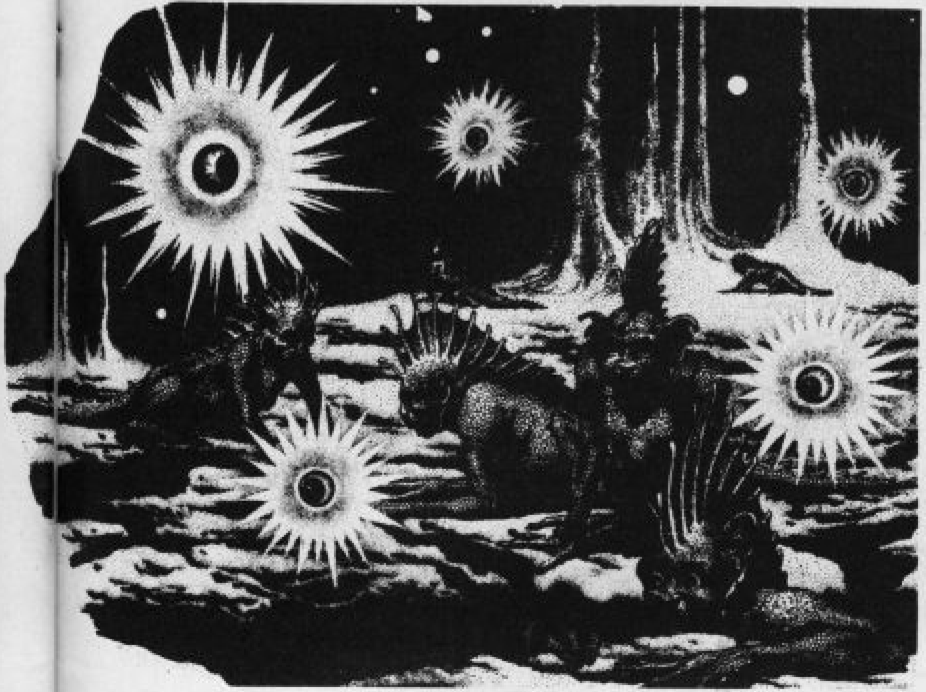
An answerphone message advising members that the offices would be closed until the third week in April, was replaced during the first week in May with an unanswered ringing tone. A mystery even to the ACL honorary President elect myself. So don't send subscription renewals or money for mail-order software until I report better news. A disappointment, this, coming as it does just after the most successful Golden Chalice Awards presentations, an event held at a prestige London venue.

So for the moment at least, I must regretfully withdraw my regular prize of a year's free subscription to the most helpful reader of the month, and apologize to those two or three people whose prize has been promised, and not yet fulfilled.

ADVENTURE HELPLINE

Michael Grell has come to my rescue with the whereabouts of that exclusive gem in *Space Quest 2*. Where is it? Simple if you read the clue section! But it does underline my point that Sierra games tend to lack those innocent little clues written into the computer responses, which, given time, register with the player and put him on the right track.

VENTURE



"Also, I read your review of *King's Quest IB* and the pictures on page 70 are not from KQ4, but from SQ2!" adds Michael. Well done Michael, you spotted the deliberate mistake! (Well, that's my story, anyway . . .)

C. Mayer of Camborne has completed *Jinxter, Fish, Bard's Tale,* and *Ultima IV,* and so not without reason, considers himself to be 'at least adept' at adventuring. But one game that has really caused him to grind to a halt is Sierra's *Manhunter.* After completing day three, Mr. Mayer was called home. The next morning, day four, the signal he was given to tag was his own! So his question is — what on earth should he do about it? I know the answer from a reader's solution and it appears in the clues section. But can someone tell me how you discover this?

Is there anyone, but anyone, who can help out Tysen Woodlock. Tysen wants to know *exactly* how to use the Diamond Computer Network in *The Sydney Affair.* Hey, wait a minute, this seems more than just a coincidence — Tysen lives in Diamond Creek, Victoria . . .

Tomas Motos Lopez comes from Valencia, where he is through part 1 of *Jack The Ripper.* Now he is in need of help to get into part 2. Tomas has managed to get up, but doesn't know what to do with the things in the attic, upstairs from the bedroom.

David Monk, who used to live at Woodford Bridge in Essex, had spent the last three years locked up in the Asylum. If he hadn't been mad when he entered, he would be by now! Is the mirror any use? Why does Dr. McCoy keep throwing him out? All Emmit says is 'I wish Andy was here.' "Who is this Andy?" asks David.

Finally this month, Bent Dahl from Drammen in Norway is languishing in *Shadowgate,* trying to find the Staff Of Ages. Where can it be? If you know the answer to this, or any other of the problems mentioned here, drop me a line at the *Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.*

HOME GROWN ADVENTURES

The home-grown adventure market is still thriving! As well as providing a software lifeline for 8-bit adventures, home grown adventures are now, with the help of the ST Adventure creator, moving into the 16-bit arena, offering hopes of some cheaper titles than we have seen of late.

The Jade Stone is a Spectrum oldie from Marlin Games, now rewritten and enhanced for the ST. It has some small but Mag Scrollish graphics which are held in memory and therefore display instantly. It also has a nice turn of phrase in the text, of which you get plenty.

In *Jade Stone,* Mallumo, a second rate sorceror, is planning to invade Lord Senidea's kingdom. Since Senidea is your father, you fiance rushes off to deal with the villain. But before long a messenger arrives. It seems Mallumn has imprisoned the young hothead and demands either you or your father's lands in exchange for his return.

Meanwhile, a talk with Sajo, one of the King's advisers, eleicts the information that the only way of defeating Mallumo may lie with the Jade Stone.

There aren't many text adventures about nowadays, even for the ST! You could do far worse, and spend far more money, by passing this one up in favour of many a commercial offering.

A bit pricey for a home grown adventure, is *Shards of Time,* from Titan Games at nearly £15. A Time Crystal, the driving force of the Time Matrix Stabiliser, has been shattered into three pieces and each has been catapulted into a different era. As a result, the future in which you were born no longer exists. However, before this catastrophic event, you were encapsulated in a time bubble, with portals to each of the zones. Your task is to find the fragments and repair the Stabiliser, thus reverting your era back to its normal existence.

With disappointly few graphics, what pictures there are are reasonable, but not exactly pretty. The text, is well written and imaginative.

Finally, in *Immortality Rules Ok,* you are an avid folower of the Treasure Hunt competition in the Daily Crucible. Today you pick up the paper and suddenly, you have the answer! You know where to start looking for the ancient Amulet of Immortality a prize worth thousands!

Heading for the Yorkshire hamlet of Shoreham, the scene of the hunt, you find a checkpoint has been set up by the Crucible, where a helpful journalist rows you over the river. From then on it's up to you. To reach the amulet you must comb the area to discover the four digits that are the combination for the safe in the bank vault in which it is stored. Most of the play involves this digit hunt.

Not bad, overall. A fairly complicated if somewhat mundane adventure, with some nondescript graphics.

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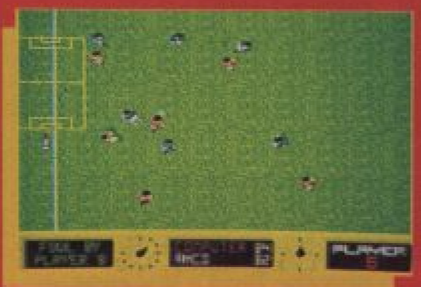
* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

* 9 types of Corner kicks, Penalties, Yellow and Red cards and a host of other features like players getting tired by the end of the game, time wasting, injury time, etc.

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Thanks for the help this month to Robert Goddard, Kidderminster; Tyson Woodlock, Victoria, Australia; Mario D'Atri, Buttrio, Italy; Michael Grell, Preston; and Marco Andreoli, Turin.

CLASSIC ADVENTURE OF THE MONTH

Some of the problems that have been bugging players in this classic Magnetic Scrolls adventure.

CORRUPTION:

CASINO:
A book of matches will lead the way.
Chips will help you get in.
SAFE:
Listen carefully to it!
MARGARET'S OFFICE:
Listen in at 11.25!
CAR PARK:
Find a tool in the BMW glove compartment.
Use it to break into the Volvo.
THERESA'S OFFICE:
Get the key to David's office from her drawer.
BILL'S OFFICE:
Use your card to get in.

CHRONO QUEST

KITCHEN
Examine the bottom left hand corner, to find the safe. Use the numbers on the piece of paper, to open the safe.
BEDROOM (NE):
Search under the bedside table for the paper with the combination on it.
CHAPEL:
Search the shelf to find candles, to get enough light to reach the time machine.
STUDY:
Just one thing needed from here!
BASEMENT ROOM:
Search near right hand lamp to find a switch. Put bannister post on bannister and then operate switch, to open the secret door. Remove bannister post before entering secret door. Search drawer for fuses.
TIME MACHINE ROOM:
Wear gloves and insert fuses, then pull switch. Get in machine, and use a punch card in the slot, before pulling the switch on the dashboard.

FRANKENSTEIN:

To enter the Cabin:
Listen at the front door. Go west and wait, then enter the shed, opening the door very quietly. Look through the gaps three times.
To cross the valley:
Go to the blacksmith's shop, and hit the anvil with the hammer three times. Then ask Karl to give you a job. Buy a gun, some ammunition, and some food. Then go to the cable car, look around, and go north.
To find Karl:
Go to the church and pray, and say hello to the priest.

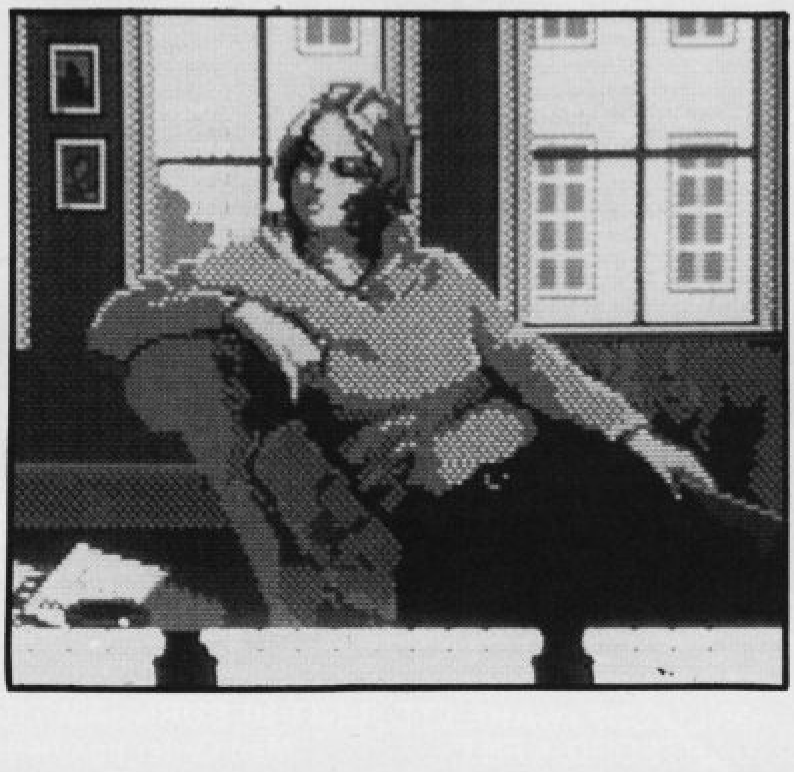
KING'S QUEST III:

To kill the Medusa, face the opposite direction and pont the mirror at her.

POLICE QUEST 11:

To phone Steelton Police, go through the operator.

PROBLEM GAME OF THE MONTH: **A closer look at this month's most troublesome adventures amongst readers:**



TEMPLE OF TERROR:

Throw a scorpion at the torture chamber door before entering!

WISHBRINGER:

To pass the dog, look in the jacket pocket of the evil one, after freeing yorself and the princess.

VENOM:

To enter the taproom, move a barrel as soon as the inn keeper enters. Open the trapdoor as soon as he leaves and climb done.

MANHUNTER:

On the fourth day, go to Bellevue, and enter the corridor beyond Reno.

SPACE QUEST 11:

Find the undewater cave in the swamp, and find the gem!

ROLE CALL

Paul McLean, already responsible for many fine blooms, was recently trying to grow an Allirian Rose. Dragon's blood is what the upcoming gardener needs, suggests Jim Laver, a green-fingered *Bard's Tale III* player. "Pour the blood on the bush without any blooms on it, just outside the city," says Jim. This will produce the Rainbow Rose, which should do the trick!

After last month's lowdown on Arboria in *Bard's Tale III*, this month it's *Bard's Tale II* that's all the rage. But more of that later. First, here's Adrian Duffy of Deeside with some observations on *Times Of Lore*.

"On the box, Origin state 200-300 hours of playing time. It took me a shade under 12 hours to complete. In fact, the only halfway difficult problem is overcoming the Abbot. A hint here: he may fear more than nightmarish monsters under his bed." And Andy's verdict on *Times Of Lore?* "It isn't bad, but it definitely isn't value for money, and it's not a patch on *Ultima 3* or *4*.

Andy has a problem, too. *"The tip you printed in answer to a letter was invaluable to me in finally destroying Khisanth, in Heros of the Lance.* But of what use is the Detect Magic spell? With it I've identified several pockets of magic which seem to be of no use whatsoever."

And now, with thanks to Marco Andreoli of Turin, Adrian Duffy of Deeside, Bent Dahl of Drammen, and Tomas Motos Lopez of Valencia, let's get stuck into *Bard's Tale II . . .*

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***"Look at the spells of sorcerous kind;**
Who's the master of the mind?" — MANGAR
***To pass the double doors play the Bard's last song — No.7**

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MEAN MACHINES

SUPER MARIO II

BY NINTENDO

Question: how do you follow up a game that's considered by many to be one of *the* all-time classic video games, and that has sold a record figure of over 15 million copies worldwide?

Answer: you just take the basic gameplay and improve it!

And this is what Nintendo has done with *Super Mario Bros II*. The end result is a game of classic proportions; a game that's so addictive, each copy should come with a government health warning!

Before you start thinking, "Oh God, Rignall's gone off his rocker," hear me out and I'll explain. . .

Super Mario II is a scrolling platform game that features seven worlds, each split into four long levels. The objective is simply to reach the end of the last world and destroy the creature that resides there. To do this you need to run the gauntlet of a myriad of weird and wonderful creatures and destroy the little boss on every level.

Each world has its own theme, which include grassy landscapes, icy wastes and deserts and there is an immense variety of baddies and items to kill and use — far more than *SMB I*.



▲ SMI brill

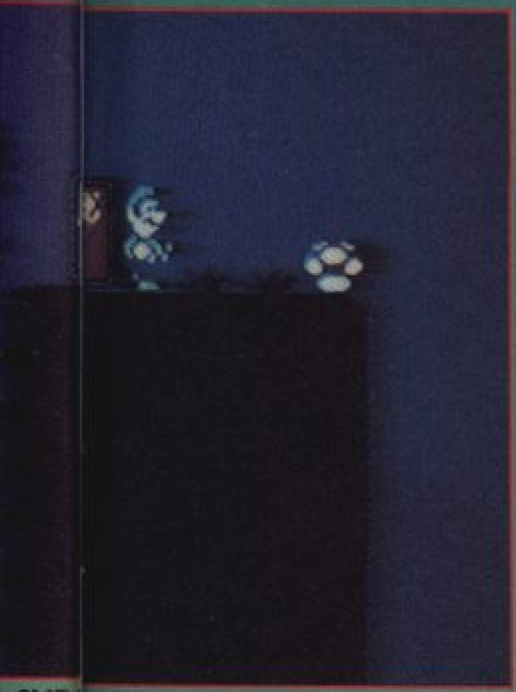


▲ Choose your character.







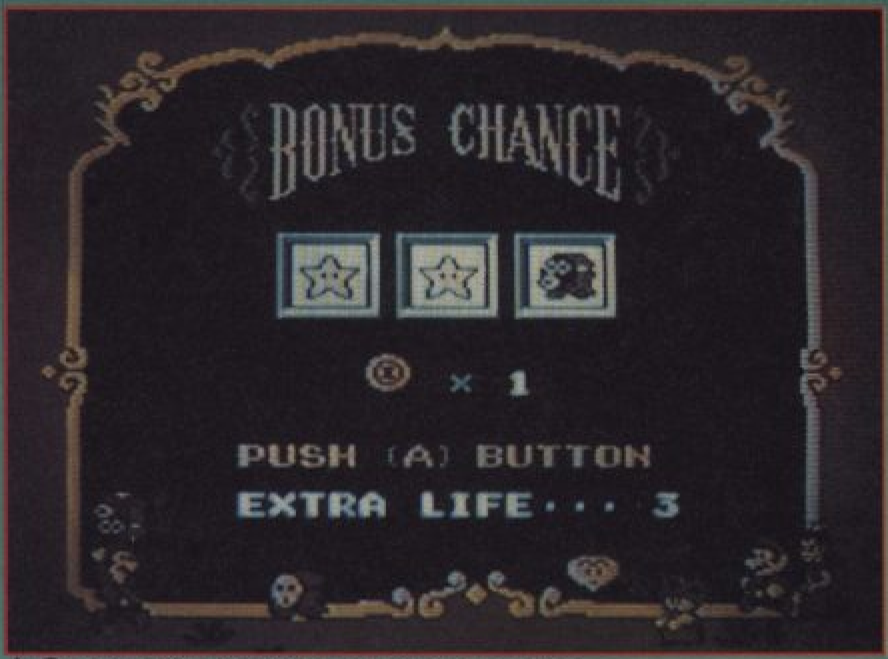


▲ *SMB II brilliant.*

At the start of a game you choose one of four characters: Mario, Luigi, Toad or Princess Mushroom. Each has his or her special abilities: Mario is a good all-rounder who is strong, jumps well and is a fast runner; Luigi is slower, has the same strength, but can leap tall buildings in a single bound (well nearly); Toad is slow and isn't a good jumper, but is very strong, and the Princess is slow and weak, but can float for a second and a half!

A new twist to *Mario II* is that the characters can pick up and carry objects. The landscapes are scattered with vegetation, and these can be pulled up, roots and all and bunged at a baddie. Characters can also leap onto the back of a marauding creature, pick it up and hurl it at his chums to kill them all!

Some flowers conceal items, like extra lives, clocks, bombs and rockets (which take you to other parts of the level). Magic potions



▲ ***Get extra lives with the end level fruit machine.***

are dropped to open secret rooms where power-up mushrooms and coins are found.

Naturally, there are more secret rooms, short cuts and warps than you can shake a mushroom at — but you have to find them first!

What makes *SMB II* so great is its playability. It packs in a multitude of suprises and unusual features, and combines it with challenging and unbelievably addictive gameplay. The difficulty level is set exactly right, allowing you to get just a little bit further every go, but with seven big and tough worlds to conquer, there's more than just a fortnight's play here — we're talking months to discover all the secrets of *SMB II*

The graphics and sound are also good, with humorous and nicely animated sprites (watch a character's expression as he or she pulls up a veg), jolly soundtracks and decent spot effects.

Super Mario Bros II is simply brilliant — you'd be a twerp if you miss it.

JULIAN RIGNALL

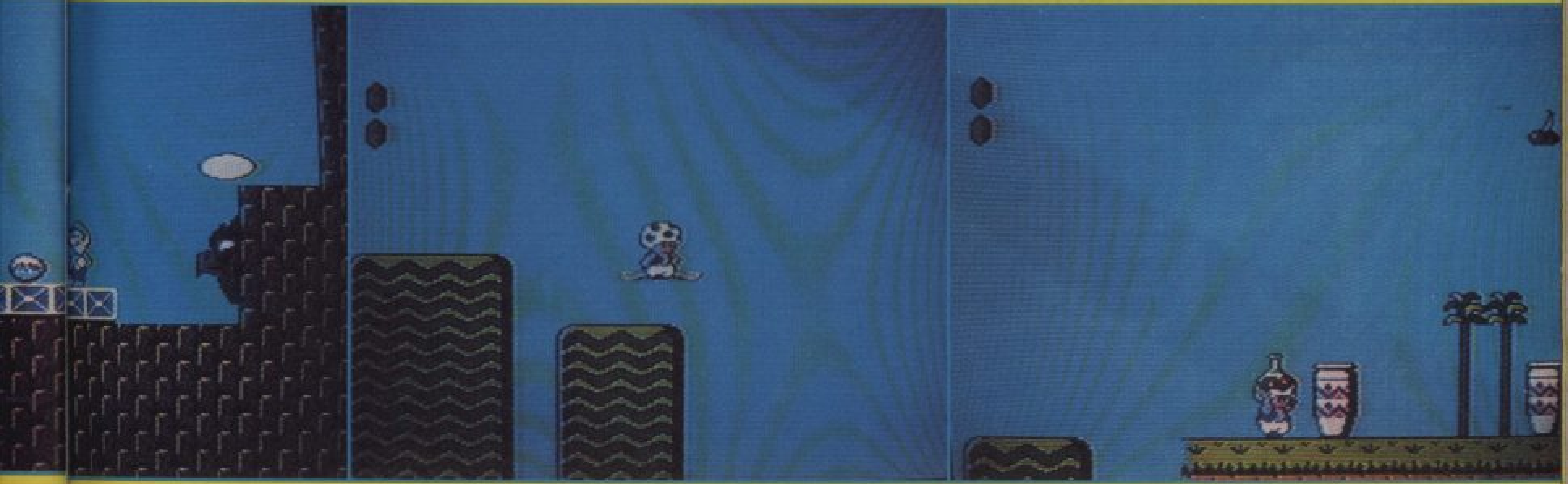
▼ ***The best platform game yet?***



NINTENDO	£29.99
GRAPHICS	81%
SOUND	78%
VALUE	89%
PLAYABILITY	98%

A stunning sequel which oozes class and playability. The best Nintendo game yet released — miss it at your peril.

OVERALL	97%



MEAN MACHINES

MEGA COMP





If you're a regular reader of Mean Machines, and have been drooling over the PC Engine and 16 Bit Sega, but haven't got the spondoolicks to rush out and buy one, listen up - this could be your lucky day. 'Cos C+VG and newly-formed import specialists PC Engine Services have got together to bring you this brilliant Mean Machines competition.

There are three, yes THREE first prizes of either a 16 bit Sega or PC Engine. If you win, it's up to you to choose which one you'd like to have and to hold for ever and ever 'till death do you part.

QUESTIONS:

NAME TWO 16 BIT SEGA GAMES ....

....

NAME ONE PC ENGINE CD-ROM GAME ..

NAME FIVE OTHER PC ENGINE GAMES ..

....

....

NAME ....

ADDRESS ....

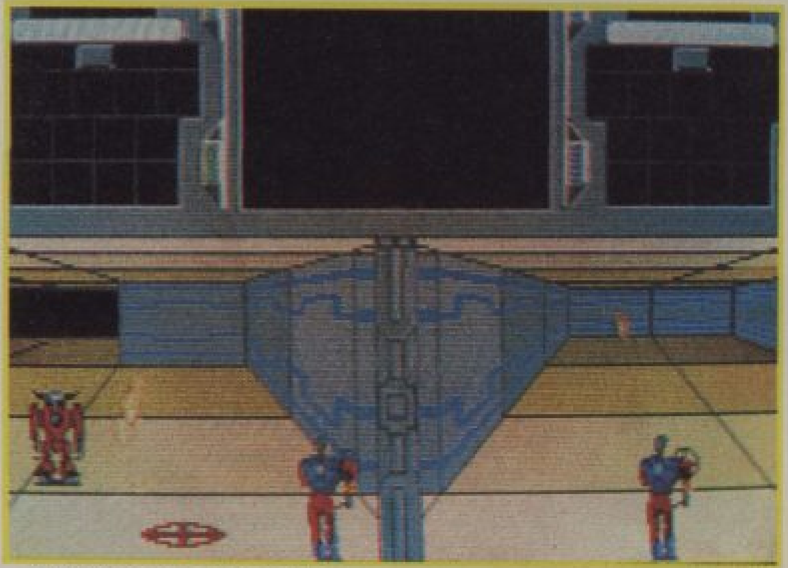
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IF I WIN, AND I'M SURE I WILL, I WANT A PC ENGINE ☐ 16 BIT SEGA ☐ (TICK BOX)

Anybody ticking both boxes will have their entry thrown into the bin for being a clever-clever smartass.

So, what have you got to do to win one of these fab console doubries? Well, we just want you to answer the questions on the coupon below - if you're a regular reader of Mean Machines, you won't have any problem getting them right. Then stick the form in an envelope (you won't forget to write your name and address too, will you) and send it to: I WANT A MEAN MACHINE AND I WANT IT NOW, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Make sure that your entry arrives before July 26, 'cos any entries received after that date will be ripped up and set alight.



A brilliant two-player blast.

XYBOTS

BY DOMARK

Xybots is the second release of Domark's five-game licensing deal with Tengen that was signed at last year's PC Show; *Vindicators* being the first of the series, and *Toobin'*, *APB* and *Dragon Spirit* yet to appear.

The *Xybots* arcade machine wasn't exactly a smash, but it's a good game nevertheless. One or two players take control of a pair of space commandos and have to make their way through first-person 3D mazes packed with killer robots, which open fire on the player whenever the opportunity arises.

The game utilises a split screen display, so each player can wander off in a different direction — a useful tactic which prevents the commandos getting pinned down by gangs of marauding androids.

Above the two main screens is a map of the entire level, showing the location of the players, all robots, walls and the exit — very useful, so you can see exactly what's around the next corner.

Each commando has an energy total, which ticks down during the game, and also gets depleted whenever he sustains a blast from a robot. Extra energy capsules are dotted around the maze (their whereabouts displayed on the map), and in two-player mode there's always a rush to grab them first. Extra weapons to supplement the one-shot hand-held plasma rifles are also found, as well as coins. When both players reach the exit, items are displayed and can be bought with the coins — goodies include shields, extra shot power, wall mapper, robot mapper and danger indicators. If you're feeling particularly generous, you can even give coins to your partner!

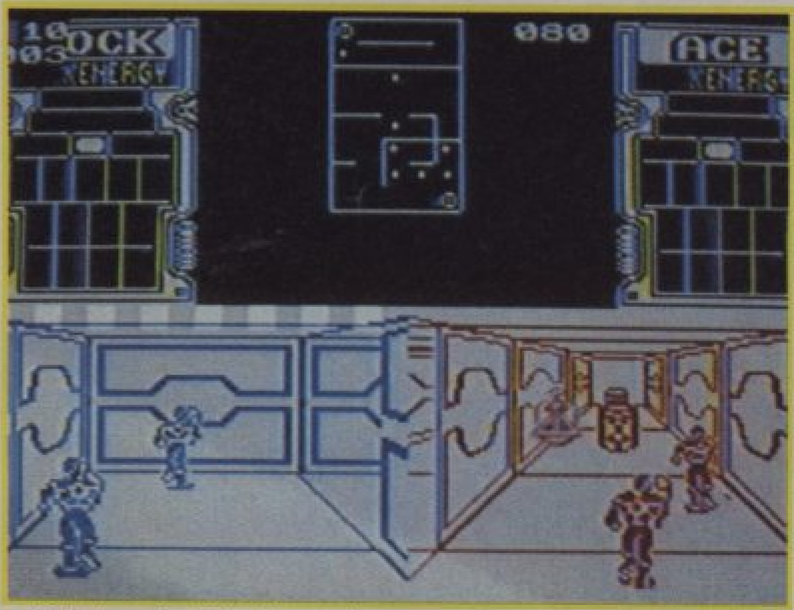
As the players progress through the game, mazes get bigger — some levels are so vast there are teleporters to take you from one side of the map to the other — and the robots get more aggressive and more numerous. The going certainly is tough!

Both the ST and Spectrum versions of *Xybots* are absolutely brilliant renditions of the coin-op, and have all the features of the original.

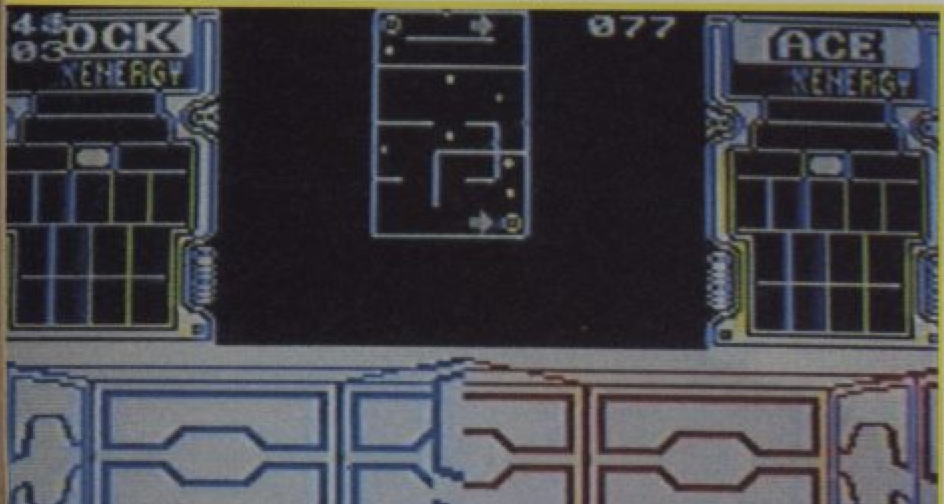
The only criticism I've got — and it's the same reason why I never played the coin-op for great lengths of time on my own — is that there isn't a lot of variety on higher levels, and the gameplay gets a bit tedious in one-player mode. Two-player mode is a great laugh, though, and is far more exciting than playing solo.

Highly recommended to fans of the coin-op, and to those who have a partner handy for a two-player blast. Single players are advised to give it a go before shelling out their dosh.

JULIAN RIGNALL



Xybots — just like the arcade game.



Destroy the robots and head for the exit.

UPDATE

The Amiga version should be even better than the ST, with finer graphics and improved sound. Amstrad and C64 versions should have the playability of the Spectrum version, but will benefit from extra colour.

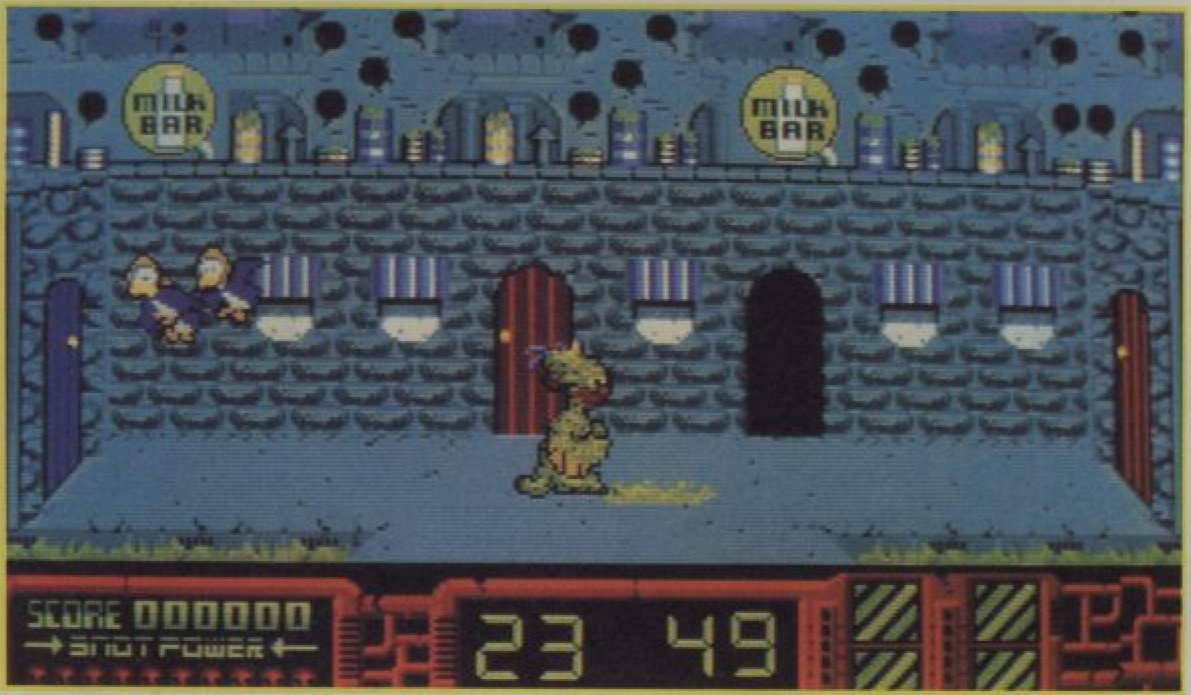
SPECTRUM	£9.99
A brilliant conversion — one of the best two-player Spectrum games in ages.	
OVERALL	**84%**

ST	£19.99
GRAPHICS	86%
SOUND	79%
VALUE	78%
PLAYABILITY	84%
Faithful graphics and playability make for a brilliant two-player blast. A must for fans of the coin-op.	
OVERALL	**83%**

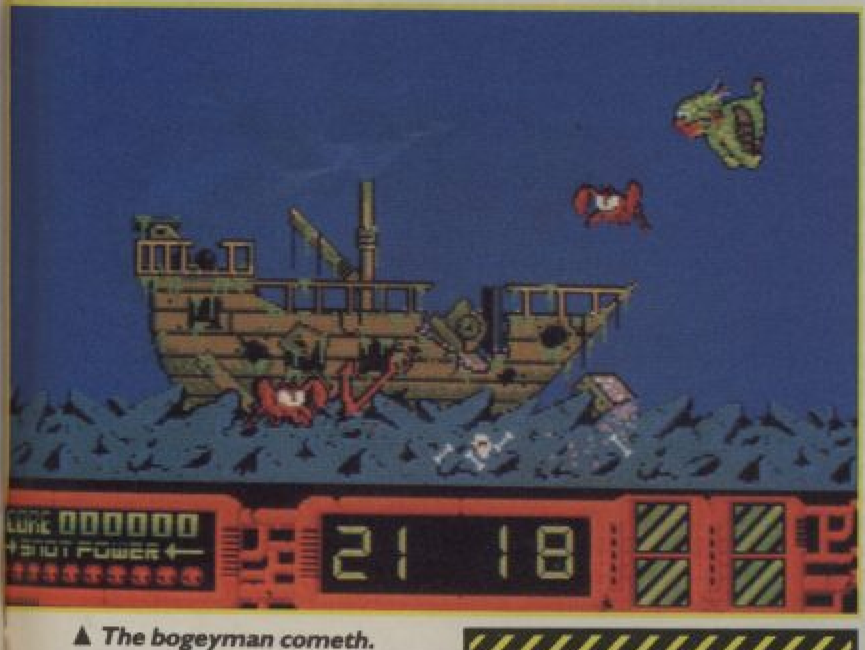
GILBERT THE ALIEN

The infamous snot-gobbling alien from the outer limits of good taste is back, this time in his own video game. Gilbert has a task ahead of him . . . After languishing on his home planet of Drill for the summer, he is anxious to get back to Earth to renew his contract with Tyne Tees TV, but for some inane reason best known to the Drillians, they want him to stay! Eurgh. I think they're "green (and slimy) with envy" as it says on the box. So they rip some imprtant bits off the Millenium Dustbin, Gilbert's spaceship, and distribute them around Drill. Gilbert has to play some video games in milk bars around the city to get clues as to where the bits are hidden. Hmm. Not very serious about having him stay are they? I'd have destroyed tbe bits of spaceship, or even blown Gilbert's brains out with a proton blaster. Crude, but more effective than sending him on this stupid quest.

Frankly, the bits in between the video games are a bit boring and having to wander fruitlessly around the identical streets of the city is enough to make anyone blow snot out of their nose at mach 4. The individual games which Gil has to play to get the clues are more fun than the main game itself, albeit copies of classic games. There's an *Invaders* clone, a light cycles game, a target shooting game, a bat and ball game, and a version of that card game where you turn over pairs.



▲ *Gilbert — real snot-gobbler!*



▲ *The bogeyman cometh.*

My main criticism of the game is that it isn't so much a problem of solving it as being good enough at the games to warrant a reward. The piece of the ship is placed at the hinted location in the game AFTER you've completed each arcade game (as a search before playing any of the games confirmed). I even ran into a piece of the ship randomly, not knowing what it was — it was just that it hadn't been there before.

I know it's difficult to make games easy enough to finish without making them TOO hard, but giving the idea that you're meant to solve clues, when in fact there are no traps, secret passages or other locations other than those you can readily explore, is a bit silly. With a stout map by your side you should finish the game in no time. I think Gilbert was a missed opportunity to do a really cracking bit of original game design. Instead, it's just a routine license job. Shame.

PHIL SOUTH

AMIGA £24.99

Slightly better graphics and sound than the ST, but again the same gameplay as the C64.

OVERALL 64%

ST £19.99

Prettier graphics than the 64, but unfortunately the gameplay is the same. Fun for a while, but ultimately limited.

OVERALL 63%

C64 £9.99

GRAPHICS	70%
SOUND	30%
VALUE	68%
PLAYABILITY	89%

When all's said and done it's just a wander'n'collect game, with the bonus of a couple of mini arcade games thrown in. Graphics on the C64 are colourful and smoothly animated, as you'd expect.

OVERALL 67%

COMPO

HELLO

WIN THE TOP 20 GAMES



A



B



C

Name ....

Address...

....

....

....

Answers

PICTURE A

PICTURE B

PICTURE C

Spain

Hola a todos. En *Computer & Video Games* sabemos que muchos de ustedes leen osta revista en otros paises y creamos que ha llegado el momento de hacer algo especial para agradecer el apoyo que nos brindan estos lectores. Por este motivo, en este concurso que estamos organizando solamente podrán participar nuestros lectores extranjeros. Usted puede ganar los veinte juegos que encabezan el Hit Parade inglés, contestando unas simples preguntas.

Observe las fotografias situadas en la parte inferior de esta página y diganos a qué juego pertenece cada una. Escriba los nombres de dichos juegos en el cupón que también encontrará al pié de la página. Podrá participar en este concurso tantas veces como le desee pero, en cada caso, deberá remitirnos un cupón, debidamente rellenado. Entre todos los cupones que hayan sido cumplimentados correctamente efectuaremos un sorteo y aquel que resulte agraciado ganará los veinte juegos que aparezcan en primer lugar del Hit Parade de ese mes. Esperamos sus respuestas antes del I de Septiembre.

Holland

hallo allemaal. wij van computer and video games weten dat ons blad ook in het buitenland veel gelezen wordt en we vonden dat het tijd werd om deze lezers te bedanken voor hun steun. vandaar dat aan deze prijsvraag alleen onze buitenlandse lezers mogen deelnemen. je kunt alle spelletjes uit de engelse top 20 voor jouw systeem winnen door de volgende vragen te beantwoorden.

bekijk de afbeeldingen onderaan de bladzijde en vertel ons uit welk computerspel zij afkomstig zijn, schrijf de namen van de spelletjes op de coupon onderaan de bladzijde. je kunt aan deze wedstrijd zo vaak meedoen als je wilt maar je moet wel bij elke inzending een ingevulde coupon bijsluiten. we hebben opzettelijk een late sluitingsdatum voor deze prijsvraag vastgesteld zodat alle deelnemers uit de verschillende landen een eerlijke kans krijgen om te winnen. stuur je antwoorden in voor I september.

Portugal

Olá, amigos. Nós do "Computer and Video Games" sabemos que esta revista é lida por alguns de vós noutros paises e achamos que chogou a altura de fazermos algo de especial para agradecer a todos os nossos leitores estrangeiros a colaboração que nos têm dado. Assim. a este concurso só têm acesso os leitores de "alêm-mar". Para se habilitar ao prémio dos 20 jogos "top" dos mapas ingleses para o seu aparelho basta responder às seguintes perguntas.

Olhe sö para as imagens ao lado da página e diga-nos a que jogo se refere cada uma delas. Escreva os nomes dos jogos no talão que se encontra ao fundo de página. Pode participar neste concurso as Vezes que quiset, mas cada participação deve vir acompanhada de um talão devidamente preenchido. Fixámos deliberadamente um prazo considerável para a entrada das respostas para que qualquer concorrente, de qualquer pais, tenha realmente possibilidades de ganhar. Enviem-nos as vossas respostas até I de Setembro.

Italy

caro lettore,

noi di *computer and video games* sappiamo che sempre piu' numerosi sono i nostri lettori all'estero ed e' arrivato il momento di fare qualche cosa esclusivamente per lei che ci segue con fiducia. infatti questo concorso e' valido solo per i lettori residenti all'estero. e lei potra' vincere i 20 migliori video giochi secondo le classifiche di vendita inglesi per il suo computer, semplicemente rispondendo alle seguenti domande:

esamini le fotografie a pie' pagina e ci dica a quale gioco appartengono. scriva i nomi dei giochi sul coupon a fondo pagina. potra' inviarci quanti coupons desidera entro il I% settembre. la prima risposta esatta che

Denmark

Hallo der. PÅ *Computer & Video Games* ved vi, at ikke sÅ fÅ af jer læser dette blad i andre lande, og vi tænkle, at det var pÅ tide, vi gjorde noget specielt for at takke alle vore udenlandske læsere for deres støtte. SÅ kun udenlandske læsere kan deltage i denne konkurrence. Du kan vinde de tyve mest populære spil pÅ den engelske top 20 til dit anlæg ved blot at svare pÅ følgende spørgesmÅl.

Se pÅ billederne langs denne side og fortæl os fra hvilket spil hvert billede kommer. Skriv navnene pÅ spillene pÅ kuponen nederst pÅ siden. Du kan deltage i konkurrencen, sÅ mange gange du vil, men hver deltagelse skal gøres i form af en komplet udfyldt kupon. Vi har med vilje sat en sen dato-frist for deltagelse, sÅledes at alle fra hvert land har en fair chance for at vinde. Send dine svar til os inden iste september.

Germany

Wir von *Computer and Video Games* wissen, daß wir auch viele Leser in anderen Ländern erreichen, und dachten, es wäre an der Zeit, uns speziell bei unseren Lesern im Ausland für ihre Unterstützung zu bedanken. Dieser Wettbewerb richtet sich daher ausschießlic an ausländische Leser. Sie können die 20 besten Computerspiele der englischen Hitliste für Ihr Gerät gewinnen — dazu brauchen Sie nur die folgenden Fragen zu beantworten.

Sehen Sie sich die Bilder unten auf der Seite an und teilen Sie uns mit, aus welchem Computerspiel das jeweilige Bild stammt. Schreiben Sie die Namen der Spiele in den Gewinncoupon oben auf der Seite. Sie können beliebig viele Zuschriften einsenden. Jede Zuschrift sollte jedoch einen vollständig ausgefüllten Coupon enthalten. Damit Teilnehmer aus allen Ländern eins faire Gewinnchance erhalten, haben wir absichtlich einen späten Einsendeschlußtermin vorgesehen. Bitte schicken Sie uns I hre Antworten bis spätestens zum I September 1989 zu.

France

Nous savons bien à *Computer and Video Games* qu'il y a beaucoup de gens entre vous en autre pays qui lisent notre journal et nous croyons que c'était le temps pour remercier tous notres lecteurs étranges de leur soutien.

Alors — ce concours ne concerne que nos lectures d'outremer. En repondant correctement à ces questions que nous posez ici, vous pouvez gagner le vingt premier jeux d'ordinateur du Hit Parade anglais, pour votre ordinateur.

Quoi Faire?

Simplement regardez les images à côté de la page et identifier le jeux auquel chaque image appartient. Écrivez le nom de les jeux sur le coupon au fond de la page. Vous pouvez participer aussi souvent que vous voulez, mais il faut que chaque entrée soit accompagner d'un coupon remplis. Nous avons proposé un date de clôture aussi tard que possible, pour vous donner le meilleur occasion de gagner — n'importe où que vous habitez. Faisez entrer vous coupons avant le lière septembre. Et ce qui envoi le premier coupon

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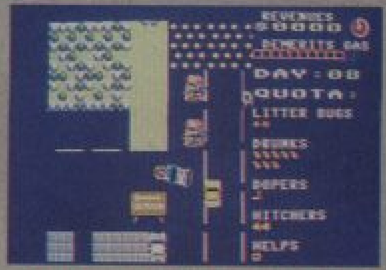
RAINBOW ISLANDS
Firebird

Bub and Bob return! And this time they're in human form. Rainbow Islands is Taito's sequel to Bubble Bobble, which has been converted by Graftgold (Andrew Braybrook, et al) for Firebird. It's another jolly game of platforms, monsters and bonus fruit, in which you have to reach the top of each island before it sinks into the sea. Instead of catching monsters by blowing bubbles, you cast rainbows at them, then use the rainbows as temporary platforms. We've seen a near-as-dammit finished ST version and, "Gorblimey," we said, "Mr Braybrook hasn't half done a good job." It retains all of the colourful cuteness of coin-op, and looks set to be as popular as the Bubble Bobble conversions. If not more so!

RELEASED: JUNE
PRICE: TBA



APB
Domark



Take to the streets in your black-and-white as Patrolman Bob, star of another of Domark's Tengen conversions. APB is one of that rare breed, the arrest 'em up, which pits you against numerous naughty felons including bank robbers, speeding motorists, litter louts and muggers. Apart from the petty villains, Bob has to slap the cuffs on big time perps such as crazy hippy dope dealers in flowery vans. The ST demo gave the impression that the game will be a speedy little number, with lots of nippy multi-directional scrolling, nasty motors and doughnuts. What more could a fellah ask for?

RELEASED: JULY/AUGUST
PRICE: TBA

DRAGON SPIRIT
Domark



PC Engine Dragon Spirit is currently riding high in the C+VG staff's favourite blasters chart, so we were keen to see how the home conversions were getting along. The news is good, judging by the ST demo pictured. Smooth scrolling, lots of luvverly monsters and thoroughly saucy end of level beasty-os complete the story. All in all, it looks like it'll be a faithful conversion of the Tengen coin-op, but there's still quite a bit of work to be done on it, so we're reserving final judgment till the review in a few issue's time.

RELEASED: AUGUST/SEPTEMBER
PRICE: TBA

STRIDER
US Gold

This is another of US Gold's Capcom conversions which follows the madcap leapabout adventures of a 22nd Century anti-Glasnost commando with pretty amazing shoes. After hang-gliding into Russia, he "strides" (ha! appropriate, eh?) through five hilly levels, shooting and slashing robots, dogs and other Soviet objects. The arcade game is loads of fun, and judging by our early demo, the ST version should be just as good. Tiertex are the programmers and as you can see from the screenshot, they've paid particular attention to translating the graphics. It looks like it'll be hot, which is just as well because it won't be on the shelves till chillier times.

RELEASED: LATE OCTOBER
PRICE: ST/AMIGA





P-47
Firebird

This screenshot is so exclusive we had to fight Firebird's wildest demons for it. But that's all in a day's work for a C+VG previewer, for whom the customer comes first. Yes, but anyway, P-47 is a conversion of Jaleco's scrolly wartime blast in which you shoot down the whole Luftwaffe and bomb all the Fuhrer's tanks, 'cos that's what war's all about. The ST conversion pictured is a terribly early version, but the graphics are looking very smart indeed, possibly even crisper than the PC Engine version reviewed last month! However, the programmers are currently trying to speed the game up as it's just a wee bit slow at the moment. Still, it's one to watch out for

RELEASED: OCTOBER
PRICE: TBA

IT CAME FROM THE DESERT
Cinemaware

After two years in development, July sees the release of Cinemaware's biggest game yet. It Came From The Desert has been produced as homage to '50s SF "B" movies like THEM! and Tarantula. The game is set in the remote community of Lizard Breath, Arizona, whose peaceful existence is shattered when a meteor lands nearby, and a spate of disappearances lead to the inevitable conclusion that "there's . . . something . . . out there . . ." It's up to you, the local young scientist (and, of course, your girlfriend who can't run more than five yards from a pursuing monster without falling headlong over a blade of grass) to uncover the mystery and destroy whatever hideous freak of nature is behind it. We're promised the usual doses of superb graphics and sound, even in the ST and C64 disk versions which should be along by the end of the year.

RELEASED: JULY (AMIGA), CHRISTMAS (ST, C64)
PRICE: AMIGA £29.99



MR HELI
Firebird



Irem's cutesy whirlybird shoot' em up has just about undergone the conversion process, at the hands of Probe Software, and the good news is, it's really not bad at all. The ST version which we saw (lots of ST versions this month, aren't there?) had just about everything there, from the money and the exploding rocks to the weapons shops. The multi-direction scrolling is purdy smooth and the game as a whole looks reasonably impressive. Let's hope the standard is equally high on the other conversions.

RELEASED: ALL FORMATS AUGUST
PRICE: TBA

GHOULS 'N' GHOSTS
US Gold

Aren't US Gold making a good job of their latest set of Capcom conversions? First we had Forgotten Worlds, then Black Tiger, and on the horizon is Ghouls 'n' Ghosts, which from what we've seen, is going to be every bit as good as the former pair. The game is the sequel to the classic shoot 'em up, Ghosts 'n' Goblins, and casts the player as a knight in shining armour, sallying forth to rescue his favourite princess from combustible zombies, uncompromising demons, scaly wyrms and other nasty supernaturals. US Gold are using their best endeavours to make sure the gameplay is as close to the coin-op as possible, and as you can see from our ST and Spectrum screenshots, programmers Software Creations have worked hard on keeping sprites and backdrops true to the original.

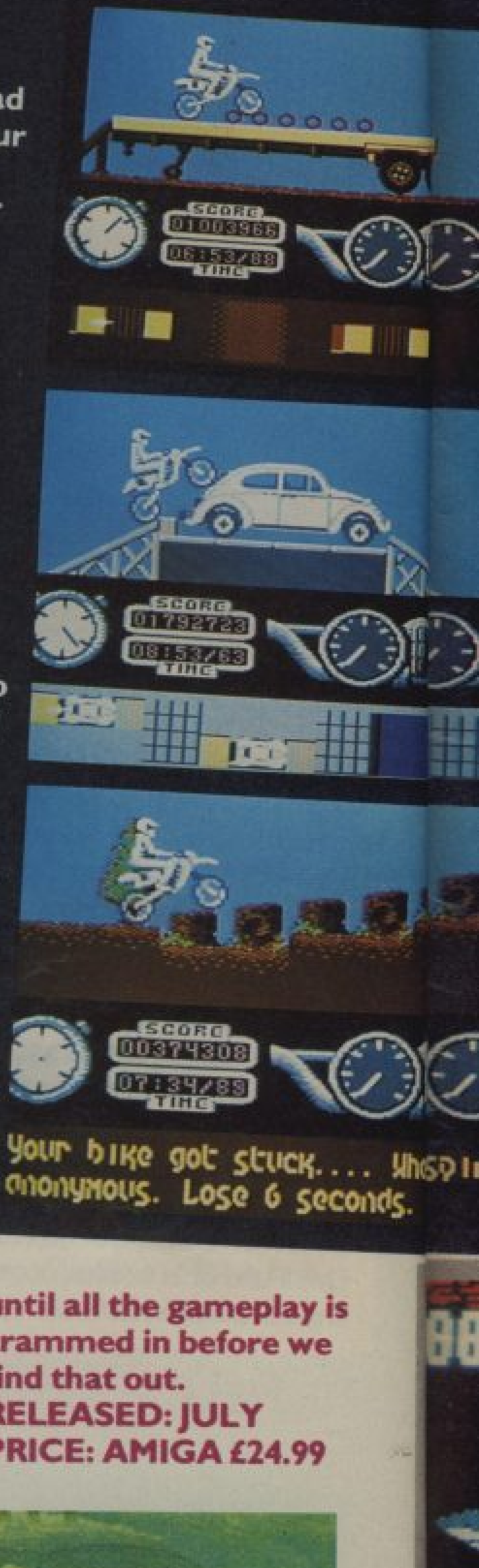
RELEASED: NOVEMBER
PRICES: TBA



SUPER SCRAMBLE SIMULATOR
Gremlin

You've seen our fab competition, now read the preview! Race your muddy motorbike against the clock over five levels of increasingly difficult, rough-riding courses. Slippery logs, loose rocks, 45 degree hills, skips full of water and other Kick Start-ish obstacles stand between you and the finish line, making life horribly difficult and death horribly painful. It looks like it's going to be a million laughs, and of course, don't forget that any C+VG reader who buys the game could win a nifty Honda scrambling machine of their own. Check out page 44 for further details.

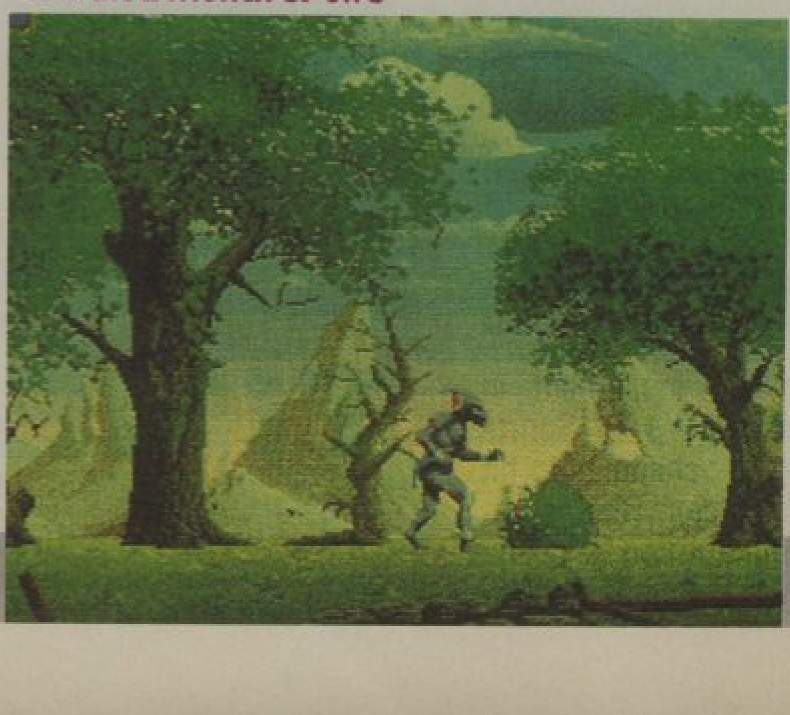
RELEASED: MAY
PRICE: ST/AMIGA £19.99, SPECTRUM/C64/AMSTRAD £9.99



BEAST
Psygnosis

Putting the wows up crowds of massed journos at a recent Psygnosis press bash was this upcoming 16 bit arcade adventure which looked like their best game yet in the Barbarian/Obliterator/Baal line. The Beast of the title hacks, punches and blasts his way through four areas of scrolling landscape which contain loads of sub-locations to explore, adventure style. The graphics are utterly drool-worthy, with beautiful backdrops and silky-smooth, 13-layer (freeow!) parallax scrolling. David Whittaker has put together some beautifully eerie stereo soundtracks whose sampled wood-flute tones had sweet-toothed pundits reminiscing about past Fry's Turkish Delight commercials. So — amazing graphics and sound, but will it play as well? Seems we'll have to wait a month or two until all the gameplay is crammed in before we find that out.

RELEASED: JULY
PRICE: AMIGA £24.99



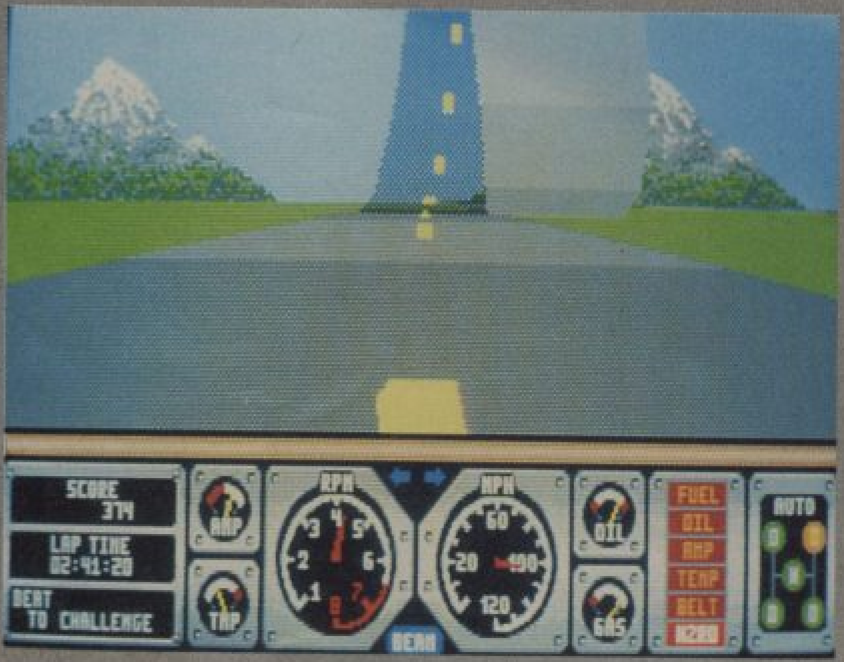




ORIENTAL GAMES
Firebird

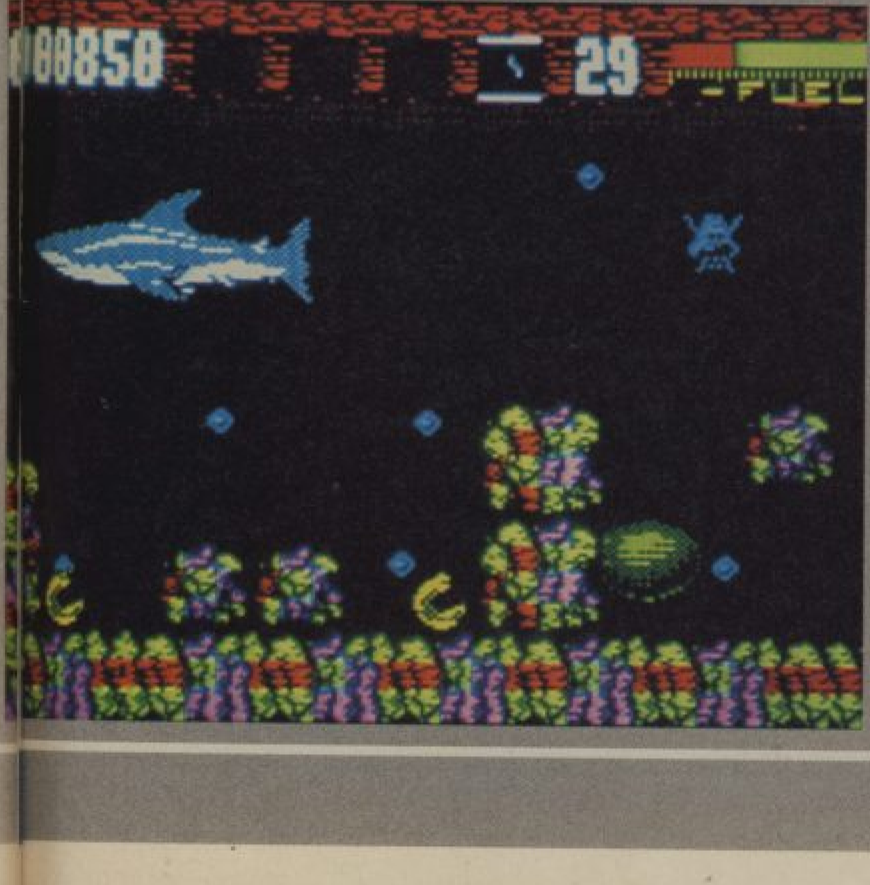
Woo-wee! Chopsocky city is on the road from Firebird, in the form of what they're calling "*the* Ultimate martial arts fighting simulator". That's fightin' talk, and no mistake, but we're promised beatings and bruisings in four tough sports. There's "King Fu" (says the press release — actually we think this is meant to say "Kung Fu", but we do like to have a laugh at Firebird's expense now and again), Hollywood Rules ("does it? arf arf!"), Sumo Wrestling and Kendo ("Ken who? Sorry, we'll shut up now.") Beat 24 other competitors at the four sports and who knows, you could be "Grand Master". Great, eh?
RELEASED: ALL FORMATS AUGUST
PRICE: TBA





HARD DRIVIN' Domark

Another first for C+VG! Here's a very, very early screenshot of the ST version of Atari's arcade driving sim, currently in the capable hands of experienced vector graphics programmer Jurgen Friedrich (he who allegedly programmed the Star Wars conversion from memory). The drive around the demo track, and a few whizzes through the loop-the-loop were enough to convince us that Hard Drivin' is gonna be hot-hot-hot. The look of the arcade game has been faithfully reproduced, but will Jurgen be able to keep the action fast? We'll be having regular updates on Hard Drivin's progress in future issues so, as the saying goes, watch this space.
RELEASED: CHRISTMAS
PRICE: TBA



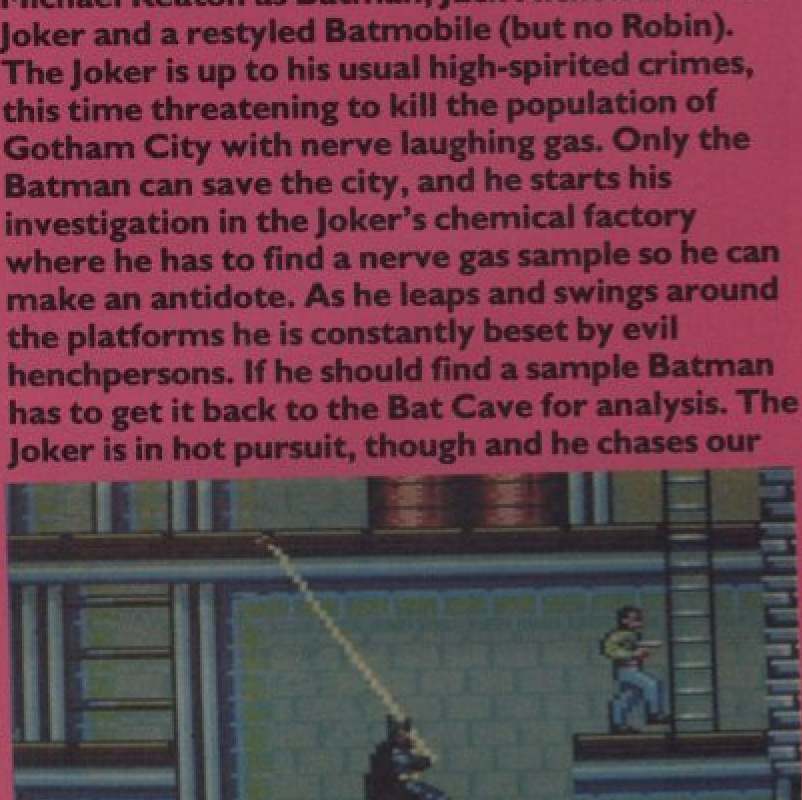
JAWS
SCREEN 7

Just when you thought you'd never see a "Just when you thought it was safe" line in connection with a certain Spielberg film about hungry sharks, along comes the game of that film, from new boys at Screen 7. Mayor Vaughn is in a bit of a strop because there's something chewing on tourists swimming off his beaches, and he wants you, Police Chief Brody, to do something about it. Brody has to go on an underwater search and destroy mission, hoping to track down Mr Shark before he scares all the punters off the beaches. Sounds exciting, doesn't it? You can get your hands on a copy soon, on ST, Amiga, Spectrum, C64 and Amstrad.
RELEASED: JUNE (ALL FORMATS)
PRICE: ST/AMIGA £19.99, SPECTRUM/C64/ AMSTRAD £9.99

BATMAN — THE MOVIE
Ocean

The Dark Knight returns in Ocean's third bat-game, based on the upcoming film starring Michael Keaton as Batman, Jack Nicholson as the Joker and a restyled Batmobile (but no Robin). The Joker is up to his usual high-spirited crimes, this time threatening to kill the population of Gotham City with nerve laughing gas. Only the Batman can save the city, and he starts his investigation in the Joker's chemical factory where he has to find a nerve gas sample so he can make an antidote. As he leaps and swings around the platforms he is constantly beset by evil henchpersons. If he should find a sample Batman has to get it back to the Bat Cave for analysis. The Joker is in hot pursuit, though and he chases our



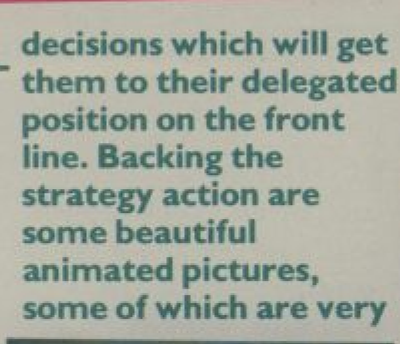


hero through the scrolling streets of Gotham City. After analysing the gas with the batcomputer, Batman takes off in the Batwing, neutralising balloons full of gas as he swoops over the city. The final confrontation takes place in Gotham Cathedral, where the Joker is either defeated or the death warrant of Gotham City is signed. Dramatic stuff indeed! What we've seen of the game looks mighty promising, and hopefully judging by the screenshots, you'll agree. The film and the game are due for simultaneous release so you can enjoy both at the same time (if you think you can stand it).
RELEASED: AUGUST
PRICE: AMIGA £24.95, ST £19.95, SPECTRUM/C64/AMSTRAD £9.95

THE LOST PATROL
Ocean

This is Ocean's venture into the Cinemawarey genre of games, which is based on the adventures of a bunch of US soldiers lost in Vietnam after their plane crashes. You take command of the troop, and have to make the decisions which will get them to their delegated position on the front line. Backing the strategy action are some beautiful animated pictures, some of which are very





Apocalypse Now. **Between bouts of decision-making, there are arcade sequences in which you have to negotiate minefields**



and gun down marauding enemy soldiers. Lost Patrol looks like it will be a very smart product, but will it really outclass the Cinemaware stuff? Why are we asking you?
RELEASED: ST/AMIGA END OF SEPTEMBER
PRICE: TBA

UNTOUCHABLES
Ocean

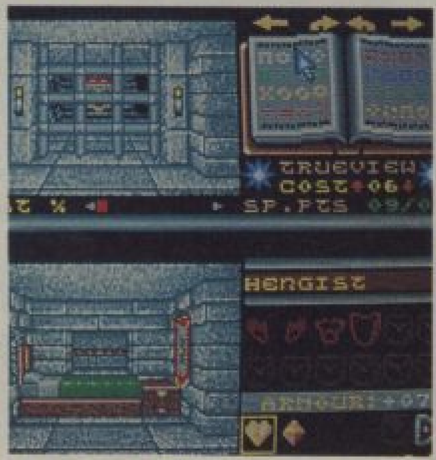
Another of Ocean's licenses, this takes the form of a shoot 'em up with five varied sections. Eliot Ness and his squad of Feds are after Al Capone and his mob, but to nail their collective asses they have to collect evidence from each level. The gangsters aren't too keen on this so they're armed to the teeth with rapid fire violin cases, and they're pointing them at our hapless G-Men. So it's

BLOODWYCH
Imageworks

Dual player role-playing fun is the name of the game in Bloodwych. A split screen lets one or two parties of adventurers explore the corridors and dungeons of a castle, working together or in opposition. Somewhere therein lie four crystals which could create eternal love, peace, happiness, etc, or bring the universe down with a neverending bad scene. Of course, the castle is jammed solid with monsters to slay and handy bits and bobs to solve puzzles with. It certainly looks and sounds a bit good, and Imageworks promise that "if you liked Dungeon Master, you'll love this." Can it be true? A game as good as Dungeon Master? We can't wait!







RELEASED: END OF JULY
PRICE: ST/AMIGA £24.99, SPECTRUM/C64/ AMSTRAD £8.99

HAWKEYE
Thalamus

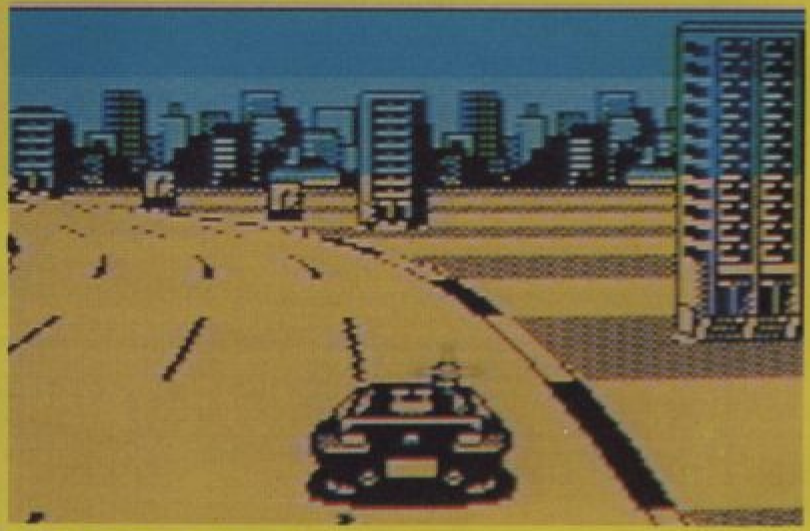
After heaps of success with their 8 bit games, Thalamus are about to release their first 16 bitter. Esprit Software have converted the Boys Without Brains' scrolling platform shoot 'em up to the ST and Amiga and the game is due out at the end of May. Thrill to the twelve parallax scrolling levels! Scream at the horror of prehistoric behemoths, alive and hungry for the taste of your flesh! Gasp at the naked female ... er, no, that's something else...



RELEASED: NOW
PRICE: ST/AMIGA £19.99

time to get out the government issue revolvers and mete out some lead-flavoured justice. What we've seen of the Spectrum version seems to fit in with the phrase "bloody marvelous", but check out an imminent issue for the definitive review.
RELEASED: ALL FORMATS END OF OCTOBER
PRICE: AMIGA £24.95, ST £19.95, SPECTRUM/C64/ AMSTRAD £9.95





CHASE HQ Ocean

Motoring onto your computer at Christmas is Ocean's conversion of the Taito coin-op. In the game you're at the wheel of a speedy auto, in hot pursuit of suspected felons who aren't going to hang around while you ask "Is this *YOUR* car, sonny?". Flashing your lights and woo-wooing a bit doesn't work; the only way you'll get them into custody is by knocking their car off the road. The arcade game is ripping stuff, as is the Spectrum version, a demo of which we've seen with our own eyes, and which is depicted here. It's fast, it's smooth, it's practically a monochrome version of the arcade machine, with whopping graphics shifting about the place as if they're on motorised castors. If this isn't the best ever Spectrum arcade conversion when it comes out, we'll find someone with a hat and eat it.
RELEASED: ALL FORMATS, CHRISTMAS
PRICE: TBA

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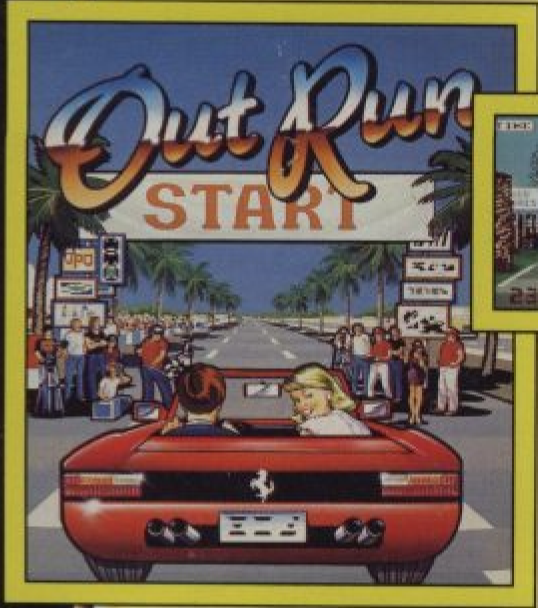
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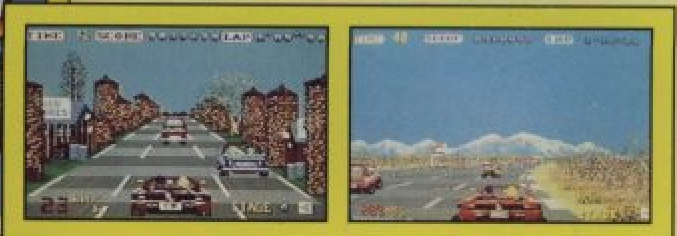
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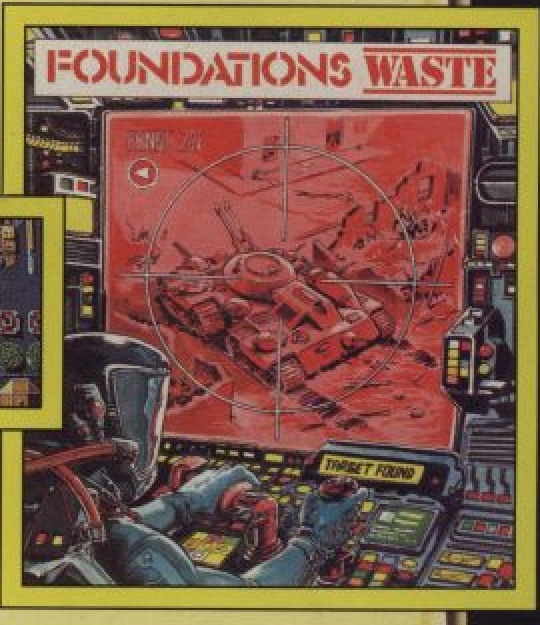




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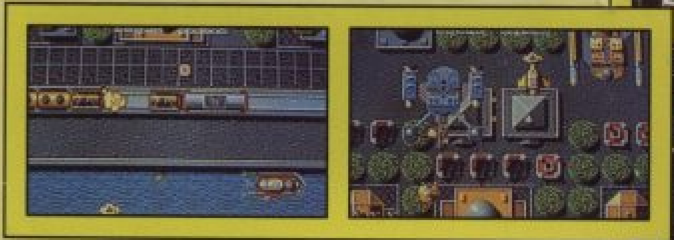
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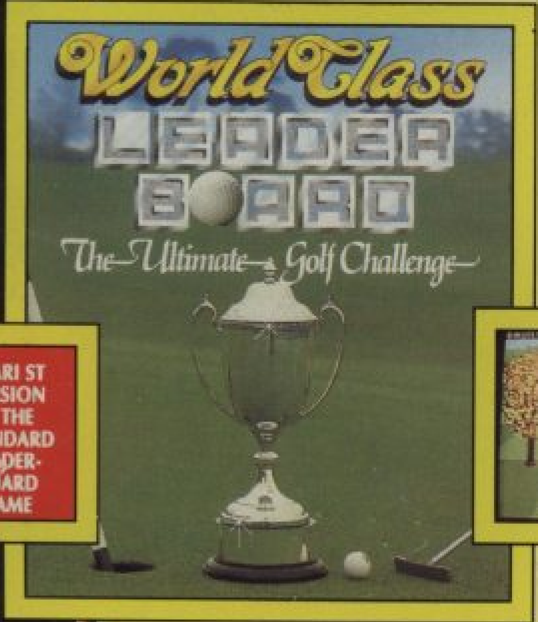
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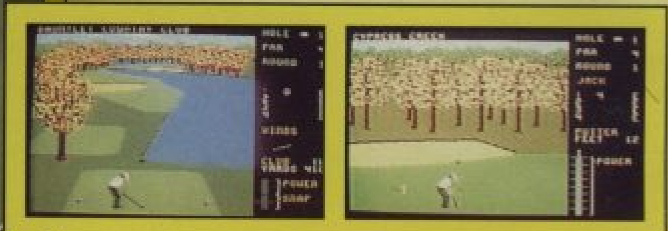
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